

***Sound Ideas Sound Effects
Library Volume 1B***

EL-04-0988

filename seconds caption

AIRPLANE

APTRB--2	14.4	AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
APTRB--4	8.4	AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
APTWN--2	7.0	AIRPLANE, TWIN PROP - Otter, Pass Overhead (Mono)
APWW2--2	5.9	AIRPLANE, WW2 - FG1-D Corsair, Pass (Mono)
APWW2--4	7.4	AIRPLANE, WW2 - P51D Mustang, Pass (Mono)
APWW2--6	6.6	AIRPLANE, WW2 - Grumman TMB-3E Avenger, Pass (Mono)
JTFTR--2	12.6	JET, FIGHTER - CT-114 Tutor, Pass Overhead (Mono)
JTFTR--4	6.5	JET, FIGHTER - F-16, Pass Overhead (Mono)
JTFTR--6	17.5	JET, FIGHTER - F-16, Pass Overhead (Mono)
JTPAS--2	12.1	JET, PASSENGER - Concorde, Pass Overhead (Mono)
JTPLD--2	12.8	JET, PASSENGER - Land, Pass Overhead (Mono)
JTPLD--4	9.5	JET, PASSENGER - Land, Pass Overhead (Mono)
JTPLD--6	15.3	JET, PASSENGER - Land, Pass Overhead (Mono)
JTPLD--8	18.3	JET, PASSENGER - Landing (Mono)
JPTPO--2	18.7	JET, PASSENGER - Take Off, Pass Overhead (Mono)
JPTPO--4	20.4	JET, PASSENGER - Take Off, Pass Overhead (Mono)
JPTPO--6	25.1	JET, PASSENGER - Take Off, Pass Overhead (Mono)
JPTPO--8	13.1	JET, PASSENGER - Take Off (Mono)
JPTPO-10	14.1	JET, PASSENGER - Take Off (Mono)
JPTPO-12	12.0	JET, PASSENGER - Take Off (Mono)

ALARM

AABRG--2	5.8	ALARM LOOP - Burglar Alarm (Mono)
AAFIR--2	4.0	ALARM LOOP - Fire Alarm, Bell (Mono)

APPLIANCE:BLENDER

EABLN--2	15.1	BLENDER - Start, Run, Stop, Dry Ingredients
EABLN--4	15.1	BLENDER - Start, Run, Stop, Liquid Ingredients

APPLIANCE:MISC

EADHM--1	5.0	DEHUMIDIFIER LOOP - Start, Fan Running
EADHM--2	1.6	DEHUMIDIFIER LOOP - Fan Running
EADHM--3	5.1	DEHUMIDIFIER LOOP - Fan Running, Condensor Starts
EADHM--4	2.4	DEHUMIDIFIER LOOP - Condensor Running
EAHRD--1	15.1	HAIR DRYER - Start, Run, Stop

APPLIANCE:MIXER

EAFDP--2	15.2	FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
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4.2 Sound Ideas Sound Effects Library

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APPLIANCE:OVEN

EAOVN-11 0.3 OVEN, MICROWAVE - Beep (100 kHz)

ARCHERY

ARSHT--1 0.7 ARCHERY - Shoot Arrow, Hit Target
 ARSHT--2 0.6 ARCHERY - Shoot Arrow, Hit Target
 ARSHT--3 0.8 ARCHERY - Shoot Arrow, Hit Target
 ARSHT--4 0.6 ARCHERY - Crossbow, Shoot Arrow, Hit Target

AUTO

CRAWA--2 10.1 AUTO AWAY - Put in Gear, Pull Away, 1980 Olds Cutlass (Mono)
 CRAWA--4 12.1 AUTO AWAY - Put in Gear, Pull Away, 1985 Ford LTD (Mono)
 CRAWA--6 10.4 AUTO AWAY - Put in Gear, Pull Away, 1984 Trans Am (Mono)
 CRAWA--8 8.7 AUTO AWAY - Put in Gear, Pull Away, 1984 Dodge Omni (Mono)
 CRAWA-10 12.4 AUTO AWAY - Pull Away, 1987 Volvo 244 (Mono)
 CRAWA-12 7.4 AUTO AWAY - 1983 Toyota Corolla (Mono)
 CRBUP--2 9.1 AUTO BACK UP - Pass By, 1987 Volvo 244 (Mono)
 CRIDL--2 2.9 AUTO IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
 CRIDL--4 4.1 AUTO IDLE LOOP - 1985 Ford LTD (Mono)
 CRIDL--6 2.4 AUTO IDLE LOOP - 1984 Trans Am (Mono)
 CRIDL--8 4.2 AUTO IDLE LOOP - 1984 Dodge Omni (Mono)
 CRIDL-10 1.2 AUTO IDLE LOOP - 1987 Volvo 244 (Mono)
 CRIDL-12 2.5 AUTO IDLE LOOP - 1983 Toyota Corolla (Mono)
 CRPBF--2 7.3 AUTO PASS BY, FAST - 1980 Oldsmobile Cutlass (Mono)
 CRPBF--4 4.8 AUTO PASS BY, FAST - 1985 Ford LTD (Mono)
 CRPBF--6 5.7 AUTO PASS BY, FAST - 1984 Trans Am (Mono)
 CRPBF--8 8.2 AUTO PASS BY, FAST - 1987 Volvo 244 (Mono)
 CRPBF-10 6.3 AUTO PASS BY, FAST - 1983 Toyota Corolla (Mono)
 CRPBF-12 8.1 AUTO PASS BY, FAST - 1984 Dodge Omni (Mono)
 CRPBM--2 8.2 AUTO PASS BY, MEDIUM - 1980 Oldsmobile Cutlass (Mono)
 CRPBM--4 9.8 AUTO PASS BY, MEDIUM - 1985 Ford LTD (Mono)
 CRPBM--6 8.0 AUTO PASS BY, MEDIUM - 1984 Trans Am (Mono)
 CRPBM--8 6.7 AUTO PASS BY, MEDIUM - 1987 Volvo 244 (Mono)
 CRPBM-10 11.9 AUTO PASS BY, MEDIUM - 1983 Toyota Corolla (Mono)
 CRPBM-12 8.3 AUTO PASS BY, MEDIUM - 1984 Dodge Omni (Mono)
 CRPBS--2 10.3 AUTO PASS BY, SLOW - 1980 Oldsmobile Cutlass (Mono)
 CRPBS--4 11.1 AUTO PASS BY, SLOW - 1985 Ford LTD (Mono)

filename seconds caption

AUTO (con't)

CRPBS--6	7.3	AUTO PASS BY, SLOW - 1984 Trans Am (Mono)
CRPBS--8	7.9	AUTO PASS BY, SLOW - 1987 Volvo 244 (Mono)
CRPBS-10	9.2	AUTO PASS BY, SLOW - 1983 Toyota Corolla (Mono)
CRPBS-12	9.2	AUTO PASS BY, SLOW - 1984 Dodge Omni (Mono)
CRPUP--2	9.0	AUTO PULL UP - Shut Off, 1980 Oldsmobile Cutlass (Mono)
CRPUP--4	8.5	AUTO PULL UP - Shut Off, 1985 Ford LTD (Mono)
CRPUP--6	9.3	AUTO PULL UP - Shut Off, 1984 Trans Am (Mono)
CRPUP--8	13.0	AUTO PULL UP - Shut Off, 1984 Dodge Omni (Mono)
CRPUP-10	7.2	AUTO PULL UP - Shut Off, 1987 Volvo 244 (Mono)
CRPUP-12	6.6	AUTO PULL UP - Shut Off, 1983 Toyota Corolla (Mono)
CRREV--2	1.7	AUTO REV - Single Engine Rev, 1980 Oldsmobile Cutlass (Mono)
CRREV--4	1.7	AUTO REV - Single Engine Rev, 1985 Ford LTD (Mono)
CRREV--6	1.9	AUTO REV - Single Engine Rev, 1984 Trans Am (Mono)
CRREV--8	1.6	AUTO REV - Single Engine Rev, 1984 Dodge Omni (Mono)
CRREV-10	2.1	AUTO REV - Single Engine Rev, 1987 Volvo 244 (Mono)
CRREV-12	1.7	AUTO REV - Single Engine Rev, 1983 Toyota Corolla (Mono)
CRSTP--2	1.5	AUTO SHUT OFF - 1980 Oldsmobile Cutlass (Mono)
CRSTP--4	1.3	AUTO SHUT OFF - 1985 Ford LTD (Mono)
CRSTP--6	1.0	AUTO SHUT OFF - 1984 Trans Am (Mono)
CRSTP--8	1.4	AUTO SHUT OFF - 1984 Dodge Omni (Mono)
CRSTP-10	1.5	AUTO SHUT OFF - 1987 Volvo 244 (Mono)
CRSTP-12	1.4	AUTO SHUT OFF - 1983 Toyota Corolla (Mono)
CRSTR--2	5.4	AUTO START/IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
CRSTR--4	5.4	AUTO START/IDLE LOOP - 1985 Ford LTD (Mono)
CRSTR--6	6.8	AUTO START/IDLE LOOP - 1984 Trans Am (Mono)
CRSTR--8	6.1	AUTO START/IDLE LOOP - 1984 Dodge Omni (Mono)
CRSTR-10	7.7	AUTO START/IDLE LOOP - 1987 Volvo 244 (Mono)
CRSTR-12	5.4	AUTO START/IDLE LOOP - 1983 Toyota Corolla (Mono)

AUTO:RACE

BTRAC--7	0.7	BOAT RACE - Single Boat, Single Engine Rev
BTRAC--8	0.7	BOAT RACE - Single Boat, Single Engine Rev (Mono)
BTRAC--9	3.7	BOAT RACE - Single Boat, Rev Engine
BTRAC-10	3.7	BOAT RACE - Single Boat, Rev Engine (Mono)
BTRAC-11	5.7	BOAT RACE LOOP - Single Boat, Fast Idle

4.4 Sound Ideas Sound Effects Library

AUTO:RACE (con't)

BTRAC-12	5.7	BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
CRRAC--1	12.5	AUTO RACE - Stock Car, Idling, Pull Away
CRRAC--2	7.4	AUTO RACE - Stock Car, Race By
CRRAC--3	12.0	AUTO RACE - Stock Cars, Rev Up & Race By
CRRAC--4	6.3	AUTO RACE - Stock Cars, Rev Up & Race By
CRRAC--5	6.4	AUTO RACE - Dragster, Warm Up Tire Spin
CRRAC--6	5.8	AUTO RACE - Dragsters, Rev Up & Race By
CRRAC--7	8.6	AUTO RACE - Dragsters, Rev Up & Race By
CRRAC--8	14.2	AUTO RACE - Funny Cars, Rev Up & Race By
CRRAC--9	4.1	AUTO RACE - Jet Cars, Race By
CRRAC-10	10.7	AUTO RACE - A.R.S., Single Car Pass By
CRRAC-11	22.4	AUTO RACE - A.R.S., Several Cars Pass By, On Straightaway
CRRAC-12	23.3	AUTO RACE - A.R.S., Several Cars Pass By, Out of Corner
CRRAC-13	5.9	AUTO RACE - Formula 1, Single Car Pass By
CRRAC-14	10.2	AUTO RACE - Formula 1, Single Car, Into Corner & Away
CRRAC-15	8.2	AUTO RACE - Formula 1, Single Car, Accelerate Out of Corner
CRRAC-16	7.5	AUTO RACE - Indy Style, Single Car Pass By
CRRAC-17	6.7	AUTO RACE - Indy Style, Single Car Pass By
CRRAC-18	15.6	AUTO RACE - Indy Style, Several Cars Pass, On Straightaway
CRRAC-19	14.9	AUTO RACE - Indy Style, Several Cars Pass By, Out of Corner

B/G:CONSTRUCTION

CNSIT--2	18.3	CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)
CNSIT--4	50.9	CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)

B/G:CROWD

CHSCI--2	19.2	CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
CHSCI--4	50.6	CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
CHSCI--6	17.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
CHSCI--8	50.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
CHSCO--2	19.1	CHILDREN LOOP - Playing in Schoolyard (Mono)
CHSCO--4	52.1	CHILDREN LOOP - Playing in Schoolyard (Mono)
RRBRM--2	13.1	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--4	33.3	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--6	60.0	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--8	16.5	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

filename seconds caption

B/G:CROWD (con't)

RRBRM-10	32.8	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM-12	57.6	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRS--2	12.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--4	36.0	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--6	61.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRFFS--2	14.5	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS--4	29.2	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS--6	60.9	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRLRG--2	16.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG--4	32.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG--6	59.5	RESTAURANT LOOP - Large Crowd (Mono)
RRMED--2	14.7	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED--4	34.2	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED--6	56.2	RESTAURANT LOOP - Medium Crowd (Mono)
STMAL--2	19.3	SHOPPING MALL LOOP - Small Mall Ambience (Mono)
STMAL--4	50.0	SHOPPING MALL LOOP - Small Mall Ambience (Mono)
STMAL--6	19.8	SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
STMAL--8	51.3	SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
STMAL-10	21.5	SHOPPING MALL LOOP - Large Mall Ambience (Mono)
STMAL-12	58.8	SHOPPING MALL LOOP - Large Mall Ambience (Mono)

B/G:RESIDENTIAL

BGRES--2	11.8	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--4	28.0	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--6	58.9	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--8	21.1	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
BGRES-10	38.0	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)

B/G:RURAL

BGRUR--2	7.3	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--4	17.0	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--6	60.2	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--8	8.3	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BGRUR-10	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BGRUR-12	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)

filename seconds caption

B/G:TRAFFIC

TRCTH--2	32.6	TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns (Mono)
TRCTL--2	28.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
TRCTL--4	61.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
TRHWH--2	14.2	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWH--4	27.3	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWH--6	58.7	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWL--2	17.2	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
TRHWL--4	31.4	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
TRHWL--6	61.5	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)

B/G:WALLA

RRBRM--2	13.1	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--4	33.3	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--6	60.0	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--8	16.5	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM-10	32.8	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM-12	57.6	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRS--2	12.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--4	36.0	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--6	61.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRFFS--2	14.5	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS--4	29.2	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS--6	60.9	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRLRG--2	16.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG--4	32.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG--6	59.5	RESTAURANT LOOP - Large Crowd (Mono)
RRMED--2	14.7	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED--4	34.2	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED--6	56.2	RESTAURANT LOOP - Medium Crowd (Mono)
STMAL--2	19.3	SHOPPING MALL LOOP - Small Mall Ambience (Mono)
STMAL--4	50.0	SHOPPING MALL LOOP - Small Mall Ambience (Mono)
STMAL--6	19.8	SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
STMAL--8	51.3	SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
STMAL-10	21.5	SHOPPING MALL LOOP - Large Mall Ambience (Mono)
STMAL-12	58.8	SHOPPING MALL LOOP - Large Mall Ambience (Mono)

BANG

MTHIT--2	0.5	METAL HIT - Hammer Automotive Bumper (100 kHz)
MTHIT--3	0.4	METAL HIT - Hammer Automotive Bumper (Mono)
MTHIT--4	0.5	METAL HIT - Hammer Automotive Bumper (Mono - 100 kHz)
MTHIT--6	1.2	METAL HIT - Hammer Automotive Body Panel (100 kHz)
MTHIT--7	1.1	METAL HIT - Hammer Automotive Body Panel (Mono)
MTHIT--8	1.2	METAL HIT - Hammer Automotive Body Panel (Mono - 100 kHz)

BAR

RRBRM--2	13.1	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--4	33.3	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--6	60.0	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--8	16.5	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--10	32.8	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--12	57.6	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRS--2	12.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--4	36.0	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--6	61.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)

BASEBALL

BBHIT--1	0.5	BASEBALL - Hit Ball
BBHIT--2	0.4	BASEBALL - Hit Ball
BBHIT--3	0.4	BASEBALL - Hit Ball

BASKETBALL

BXBNC--1	0.7	BASKETBALL - Single Bounce
BXBNC--2	0.8	BASKETBALL - Single Bounce
BXBNC--3	0.9	BASKETBALL - Single Bounce
BXSHT--1	1.0	BASKETBALL - Shoot & Miss
BXSHT--2	0.9	BASKETBALL - Shoot & Miss
BXSHT--3	1.9	BASKETBALL - Shoot & Miss, Ball Hits Floor
BXSHT--4	1.7	BASKETBALL - Shoot & Miss, Ball Hits Floor
BXSNK--1	0.8	BASKETBALL - Sink Basket
BXSNK--2	1.5	BASKETBALL - Sink Basket, Off Backboard
BXSNK--3	2.1	BASKETBALL - Sink Basket, Ball Hits Floor
BXSNK--4	3.7	BASKETBALL - Sink Basket, Ball Hits Floor

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BEEP

EAOVN-11 0.3 OVEN, MICROWAVE - Beep (100 kHz)

BELCH

HUBPL--1 0.5 BURP - Large
HUBPL--2 1.4 BURP - Large (100 kHz)
HUBPL--3 0.7 BURP - Large
HUBPL--4 0.7 BURP - Large (100 kHz)
HUBPL--5 0.9 BURP - Large
HUBPL--6 0.9 BURP - Large (100 kHz)
HUBPL--7 1.3 BURP - Large
HUBPL--8 1.3 BURP - Large (100 kHz)
HUBPM--1 0.4 BURP - Medium
HUBPM--2 0.3 BURP - Medium (100 kHz)
HUBPM--3 0.5 BURP - Medium
HUBPM--4 0.4 BURP - Medium (100 kHz)
HUBPM--5 0.5 BURP - Medium
HUBPM--6 0.5 BURP - Medium (100 kHz)
HUBPS--1 0.2 BURP - Small
HUBPS--2 0.2 BURP - Small (100 kHz)
HUBPS--3 0.3 BURP - Small
HUBPS--4 0.2 BURP - Small (100 kHz)
HUBPS--5 0.2 BURP - Small
HUBPS--6 0.2 BURP - Small (100 kHz)

BELL

AAFIR--2 4.0 ALARM LOOP - Fire Alarm, Bell (Mono)

BELL:CLOCK

CLGDF--1 11.5 CLOCK, GRANDFATHER - Winchester, Quarter Past the Hour
CLGDF--2 17.4 CLOCK, GRANDFATHER - Winchester, Half Past the Hour
CLGDF--3 20.3 CLOCK, GRANDFATHER - Winchester, Quarter to the Hour
CLGDF--4 18.8 CLOCK, GRANDFATHER - Winchester, Top of the Hour
CLGDF--5 13.0 CLOCK, GRANDFATHER - Whittington, Quarter Past the Hour
CLGDF--6 17.1 CLOCK, GRANDFATHER - Whittington, Half Past the Hour
CLGDF--7 19.7 CLOCK, GRANDFATHER - Whittington, Quarter to the Hour

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BELL:CLOCK (con't)

CLGDF--8	19.8	CLOCK, GRANDFATHER - Whittington, Top of the Hour
CLGDF--9	2.1	CLOCK, GRANDFATHER - Single Bong
CLGDF-10	10.4	CLOCK, GRANDFATHER - Final Single Bong

BELL:TELEPHONE

TPRNG--2	1.1	TELEPHONE RING - Electronic, Single Ring (100 kHz)
TPRNG--4	2.0	TELEPHONE RING - Electronic, Single Ring (100 kHz)
TPRNG--6	2.4	TELEPHONE RING - Electronic, Single Ring (100 kHz)
TPRNG--8	2.9	TELEPHONE RING - Single Ring (100 kHz)
TPRNG-10	3.1	TELEPHONE RING - Single Ring (100 kHz)
TPRNG-12	2.0	TELEPHONE RING - Single Ring (100 kHz)

BELL:TOY

BYTYB--1	2.6	BABY TOY - Bell, Single Ring
BYTYB--2	2.5	BABY TOY - Bell, Single Ring

BILLIARDS

BVBRK--1	2.6	BILLIARDS - Break, Ball Sinks
BVSHT--1	2.4	BILLIARDS - Shoot, Cue Ball Hits Several Balls
BVSHT--2	1.1	BILLIARDS - Shoot, Rebound Off Bumper
BVSHT--3	1.0	BILLIARDS - Shoot & Sink, Full Pocket
BVSHT--4	3.8	BILLIARDS - Shoot & Sink, Long Shot
BVSHT--5	0.9	BILLIARDS - Ball Falling Into Pocket

BIRDS

BGRES--2	11.8	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--4	28.0	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--6	58.9	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--8	21.1	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
BGRES-10	38.0	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
BGRUR--8	8.3	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BGRUR-10	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BGRUR-12	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)

BLENDER

EABLN--2	15.1	BLENDER - Start, Run, Stop, Dry Ingredients
EABLN--4	15.1	BLENDER - Start, Run, Stop, Liquid Ingredients

BOAT:HORN

BTHRN--2	1.5	BOAT HORN - Tug Boat, Single Blast (100 kHz)
BTHRN--3	1.8	BOAT HORN - Tug Boat, Single Blast (Mono)
BTHRN--4	1.5	BOAT HORN - Tug Boat, Single Blast (Mono - 100 kHz)

BOAT:INBOARD

BTHSP-11	5.3	BOAT DRIVE LOOP - High Speed, On Board, Chris Craft
BTHSP-12	5.3	BOAT DRIVE LOOP - High Speed, On Board, Chris Craft (Mono)
BTIDL-11	6.4	BOAT IDLE LOOP - Chris Craft
BTIDL-12	6.4	BOAT IDLE LOOP - Chris Craft (Mono)
BTIDL-13	5.5	BOAT IDLE LOOP - Greavette
BTIDL-14	5.5	BOAT IDLE LOOP - Greavette (Mono)
BTSTP-11	3.6	BOAT SHUT OFF - Chris Craft
BTSTP-12	3.6	BOAT SHUT OFF - Chris Craft (Mono)
BTSTP-13	1.0	BOAT SHUT OFF - Greavette
BTSTP-14	1.0	BOAT SHUT OFF - Greavette (Mono)
BTSTR-11	14.8	BOAT START LOOP - Start Engines & Idle, Chris Craft
BTSTR-12	14.8	BOAT START LOOP - Start Engines & Idle, Chris Craft (Mono)
BTSTR-13	16.4	BOAT START LOOP - Start & Idle, Greavette
BTSTR-14	16.4	BOAT START LOOP - Start & Idle, Greavette (Mono)

BOAT:OUTBOARD

BTAWA--1	14.9	BOAT AWAY - Drive Away From Dock, 9.9 Evinrude
BTAWA--2	14.9	BOAT AWAY - Drive Away From Dock, 9.9 Evinrude (Mono)
BTAWA--4	21.6	BOAT AWAY - Drive Away From Dock, 20 HP Johnson (Mono)
BTAWA--5	10.6	BOAT AWAY - Drive Away From Dock, 50 HP Evinrude
BTAWA--6	10.4	BOAT AWAY - Drive Away From Dock, 50 HP Evinrude (Mono)
BTAWA--8	8.9	BOAT AWAY - Drive Away From Dock, 115 HP Evinrude (Mono)
BTAWA--9	17.1	BOAT AWAY - Drive Away From Dock, 150 HP Mercury
BTAWA-10	17.4	BOAT AWAY - Drive Away From Dock, 150 HP Mercury (Mono)
BTDRV--1	3.2	BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude
BTDRV--2	3.2	BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude (Mono)
BTDRV--4	2.6	BOAT DRIVE LOOP - Driving, On Board, 20 HP Johnson (Mono)
BTDRV--5	10.2	BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude
BTDRV--6	10.2	BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude (Mono)
BTDRV--8	2.9	BOAT DRIVE LOOP - Driving, On Board, 115 HP Evinrude (Mono)

BOAT:OUTBOARD (con't)

BTDRV--9	4.2	BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury
BTDRV-10	4.2	BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury (Mono)
BTHSP--1	3.5	BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude
BTHSP--2	3.5	BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude (Mono)
BTHSP--4	8.2	BOAT DRIVE LOOP - High Speed, On Board, 20 HP Johnson (Mono)
BTHSP--5	5.0	BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude
BTHSP--6	5.0	BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude (Mono)
BTHSP--8	8.3	BOAT DRIVE LOOP - High Speed, On Board, 115 HP Evinrude (Mono)
BTHSP--9	6.6	BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury
BTHSP-10	6.6	BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury (Mono)
BTIDL--1	2.1	BOAT IDLE LOOP - 9.9 Evinrude
BTIDL--2	2.1	BOAT IDLE LOOP - 9.9 Evinrude (Mono)
BTIDL--4	4.6	BOAT IDLE LOOP - 20 HP Johnson (Mono)
BTIDL--5	2.1	BOAT IDLE LOOP - 50 HP Evinrude
BTIDL--6	2.1	BOAT IDLE LOOP - 50 HP Evinrude (Mono)
BTIDL--8	1.6	BOAT IDLE LOOP - 115 HP Evinrude (Mono)
BTIDL--9	2.5	BOAT IDLE LOOP - 150 HP Mercury
BTIDL-10	2.0	BOAT IDLE LOOP - 150 HP Mercury (Mono)
BTPBF--1	12.1	BOAT PASS BY, FAST - 9.9 Evinrude
BTPBF--2	11.9	BOAT PASS BY, FAST - 9.9 Evinrude (Mono)
BTPBF--4	7.4	BOAT PASS BY, FAST - 20 HP Johnson (Mono)
BTPBF--5	9.1	BOAT PASS BY, FAST - 50 HP Evinrude
BTPBF--6	8.2	BOAT PASS BY, FAST - 50 HP Evinrude (Mono)
BTPBF--8	10.0	BOAT PASS BY, FAST - 115 HP Evinrude (Mono)
BTPBF--9	13.9	BOAT PASS BY, FAST - 150 HP Mercury
BTPBF-10	13.1	BOAT PASS BY, FAST - 150 HP Mercury (Mono)
BTPBS--1	16.4	BOAT PASS BY, SLOW - 9.9 Evinrude
BTPBS--2	16.7	BOAT PASS BY, SLOW - 9.9 Evinrude (Mono)
BTPBS--4	12.9	BOAT PASS BY, SLOW - 20 HP Johnson (Mono)
BTPBS--5	12.5	BOAT PASS BY, SLOW - 50 HP Evinrude
BTPBS--6	12.3	BOAT PASS BY, SLOW - 50 HP Evinrude (Mono)
BTPBS--8	9.6	BOAT PASS BY, SLOW - 115 HP Evinrude (Mono)
BTPBS--9	16.3	BOAT PASS BY, SLOW - 150 HP Mercury

BOAT:OUTBOARD (con't)

BTPBS-10	16.4	BOAT PASS BY, SLOW - 150 HP Mercury (Mono)
BTPUL--1	33.4	BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude
BTPUL--2	33.4	BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude (Mono)
BTPUL--4	22.7	BOAT PULL UP - Shut Off, On Board, 20 HP Johnson (Mono)
BTPUL--5	25.5	BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude
BTPUL--6	25.5	BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude (Mono)
BTPUL--8	17.0	BOAT PULL UP - Shut Off, On Board, 115 HP Evinrude (Mono)
BTPUL--9	25.5	BOAT PULL UP - Shut Off, On Board, 150 HP Mercury
BTPUL-10	25.5	BOAT PULL UP - Shut Off, On Board, 150 HP Mercury (Mono)
BTPUP--1	21.0	BOAT PULL UP - Shut Off, 9.9 Evinrude
BTPUP--2	20.2	BOAT PULL UP - Shut Off, 9.9 Evinrude (Mono)
BTPUP--4	19.1	BOAT PULL UP - Shut Off, 20 HP Johnson (Mono)
BTPUP--5	13.6	BOAT PULL UP - Shut Off, 50 HP Evinrude
BTPUP--6	13.4	BOAT PULL UP - Shut Off, 50 HP Evinrude (Mono)
BTPUP--8	25.2	BOAT PULL UP - Shut Off, 115 HP Evinrude (Mono)
BTPUP--9	11.6	BOAT PULL UP - Shut Off, 150 HP Mercury
BTPUP-10	11.5	BOAT PULL UP - Shut Off, 150 HP Mercury (Mono)
BTSTD--1	32.9	BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude
BTSTD--2	32.9	BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude (Mono)
BTSTD--4	29.7	BOAT AWAY LOOP - Start, Drive, 20 HP Johnson (Mono)
BTSTD--5	17.3	BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude
BTSTD--6	17.3	BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude (Mono)
BTSTD--8	22.4	BOAT AWAY LOOP - Start, Drive, 115 HP Evinrude (Mono)
BTSTD--9	13.6	BOAT AWAY LOOP - Start, Drive, 150 HP Mercury
BTSTD-10	13.6	BOAT AWAY LOOP - Start, Drive, 150 HP Mercury (Mono)
BTSTP--1	1.2	BOAT SHUT OFF - 9.9 Evinrude
BTSTP--2	1.2	BOAT SHUT OFF - 9.9 Evinrude (Mono)
BTSTP--4	1.6	BOAT SHUT OFF - 20 HP Johnson (Mono)
BTSTP--5	1.2	BOAT SHUT OFF - 50 HP Evinrude
BTSTP--6	1.2	BOAT SHUT OFF - 50 HP Evinrude (Mono)
BTSTP--8	1.2	BOAT SHUT OFF - 115 HP Evinrude (Mono)
BTSTP--9	1.2	BOAT SHUT OFF - 150 HP Mercury
BTSTP-10	1.2	BOAT SHUT OFF - 150 HP Mercury (Mono)

BOAT:OUTBOARD (con't)

BTSTR--1	4.5	BOAT START LOOP - Start & Idle, 9.9 Evinrude
BTSTR--2	4.5	BOAT START LOOP - Start & Idle, 9.9 Evinrude (Mono)
BTSTR--4	14.7	BOAT START LOOP - Start & Idle, 20 HP Johnson (Mono)
BTSTR--5	9.1	BOAT START LOOP - Start & Idle, 50 HP Evinrude
BTSTR--6	9.1	BOAT START LOOP - Start & Idle, 50 HP Evinrude (Mono)
BTSTR--8	10.3	BOAT START LOOP - Start & Idle, 115 HP Evinrude (Mono)
BTSTR--9	10.7	BOAT START LOOP - Start & Idle, 150 HP Mercury
BTSTR-10	5.4	BOAT START LOOP - Start & Idle, 150 HP Mercury (Mono)
BTTRM--1	9.3	BOAT TRIM UNIT - Adjust Outboard Trim, Up
BTTRM--2	9.3	BOAT TRIM UNIT - Adjust Outboard Trim, Up (Mono)
BTTRM--3	14.7	BOAT TRIM UNIT - Adjust Outboard Trim, Down
BTTRM--4	14.7	BOAT TRIM UNIT - Adjust Outboard Trim, Down (Mono)

BOAT:RACE

BTRAC--1	8.4	BOAT RACE - Single Boat Race By
BTRAC--2	7.7	BOAT RACE - Single Boat Race By (Mono)
BTRAC--3	18.7	BOAT RACE - Two Boats Race By
BTRAC--4	18.5	BOAT RACE - Two Boats Race By (Mono)
BTRAC--5	13.9	BOAT RACE - Start of Race
BTRAC--6	14.3	BOAT RACE - Start of Race (Mono)
BTRAC--7	0.7	BOAT RACE - Single Boat, Single Engine Rev
BTRAC--8	0.7	BOAT RACE - Single Boat, Single Engine Rev (Mono)
BTRAC--9	3.7	BOAT RACE - Single Boat, Rev Engine
BTRAC-10	3.7	BOAT RACE - Single Boat, Rev Engine (Mono)
BTRAC-11	5.7	BOAT RACE LOOP - Single Boat, Fast Idle
BTRAC-12	5.7	BOAT RACE LOOP - Single Boat, Fast Idle (Mono)

BOING

CYBNG--1	1.2	BOING - Spring Door Stop
CYBNG--2	1.2	BOING - Spring Door Stop (100 kHz)

BOMB:EXPLOSION

EXLRG--2	4.7	EXPLOSION - Large Blast (100 kHz)
EXLRG--4	3.6	EXPLOSION - Large Blast (100 kHz)
EXMED--2	4.0	EXPLOSION - Medium Blast (100 kHz)
EXMED--4	9.7	EXPLOSION - Medium Blast (100 kHz)
EXSML--2	3.1	EXPLOSION - Small Blast (100 kHz)

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BOTTLING PLANT

INBTL--1	7.6	BOTTLING PLANT LOOP - General Ambience
INBTL--2	4.2	BOTTLING PLANT LOOP - Bottle Cap Machine
INBTL--3	6.1	BOTTLING PLANT LOOP - Bottles on Conveyor Belt
INBTL--4	6.5	BOTTLING PLANT LOOP - Bottles Loaded Into Cases

BURP

HUBPL--1	0.5	BURP - Large
HUBPL--2	1.4	BURP - Large (100 kHz)
HUBPL--3	0.7	BURP - Large
HUBPL--4	0.7	BURP - Large (100 kHz)
HUBPL--5	0.9	BURP - Large
HUBPL--6	0.9	BURP - Large (100 kHz)
HUBPL--7	1.3	BURP - Large
HUBPL--8	1.3	BURP - Large (100 kHz)
HUBPM--1	0.4	BURP - Medium
HUBPM--2	0.3	BURP - Medium (100 kHz)
HUBPM--3	0.5	BURP - Medium
HUBPM--4	0.4	BURP - Medium (100 kHz)
HUBPM--5	0.5	BURP - Medium
HUBPM--6	0.5	BURP - Medium (100 kHz)
HUBPS--1	0.2	BURP - Small
HUBPS--2	0.2	BURP - Small (100 kHz)
HUBPS--3	0.3	BURP - Small
HUBPS--4	0.2	BURP - Small (100 kHz)
HUBPS--5	0.2	BURP - Small
HUBPS--6	0.2	BURP - Small (100 kHz)

CAN

FDCAN--4	0.6	CAN, SOFT DRINK - Open (100 kHz)
FDCAN--6	0.2	CAN, SOFT DRINK - Open (100 kHz)

CAR

CRAWA--2	10.1	AUTO AWAY - Put in Gear, Pull Away, 1980 Olds Cutlass (Mono)
CRAWA--4	12.1	AUTO AWAY - Put in Gear, Pull Away, 1985 Ford LTD (Mono)
CRAWA--6	10.4	AUTO AWAY - Put in Gear, Pull Away, 1984 Trans Am (Mono)
CRAWA--8	8.7	AUTO AWAY - Put in Gear, Pull Away, 1984 Dodge Omni (Mono)
CRAWA-10	12.4	AUTO AWAY - Pull Away, 1987 Volvo 244 (Mono)

CAR (con't)

CRAWA-12	7.4	AUTO AWAY - 1983 Toyota Corolla (Mono)
CRBUP--2	9.1	AUTO BACK UP - Pass By, 1987 Volvo 244 (Mono)
CRIDL--2	2.9	AUTO IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
CRIDL--4	4.1	AUTO IDLE LOOP - 1985 Ford LTD (Mono)
CRIDL--6	2.4	AUTO IDLE LOOP - 1984 Trans Am (Mono)
CRIDL--8	4.2	AUTO IDLE LOOP - 1984 Dodge Omni (Mono)
CRIDL-10	1.2	AUTO IDLE LOOP - 1987 Volvo 244 (Mono)
CRIDL-12	2.5	AUTO IDLE LOOP - 1983 Toyota Corolla (Mono)
CRPBF--2	7.3	AUTO PASS BY, FAST - 1980 Oldsmobile Cutlass (Mono)
CRPBF--4	4.8	AUTO PASS BY, FAST - 1985 Ford LTD (Mono)
CRPBF--6	5.7	AUTO PASS BY, FAST - 1984 Trans Am (Mono)
CRPBF--8	8.2	AUTO PASS BY, FAST - 1987 Volvo 244 (Mono)
CRPBF-10	6.3	AUTO PASS BY, FAST - 1983 Toyota Corolla (Mono)
CRPBF-12	8.1	AUTO PASS BY, FAST - 1984 Dodge Omni (Mono)
CRPBM--2	8.2	AUTO PASS BY, MEDIUM - 1980 Oldsmobile Cutlass (Mono)
CRPBM--4	9.8	AUTO PASS BY, MEDIUM - 1985 Ford LTD (Mono)
CRPBM--6	8.0	AUTO PASS BY, MEDIUM - 1984 Trans Am (Mono)
CRPBM--8	6.7	AUTO PASS BY, MEDIUM - 1987 Volvo 244 (Mono)
CRPBM-10	11.9	AUTO PASS BY, MEDIUM - 1983 Toyota Corolla (Mono)
CRPBM-12	8.3	AUTO PASS BY, MEDIUM - 1984 Dodge Omni (Mono)
CRPBS--2	10.3	AUTO PASS BY, SLOW - 1980 Oldsmobile Cutlass (Mono)
CRPBS--4	11.1	AUTO PASS BY, SLOW - 1985 Ford LTD (Mono)
CRPBS--6	7.3	AUTO PASS BY, SLOW - 1984 Trans Am (Mono)
CRPBS--8	7.9	AUTO PASS BY, SLOW - 1987 Volvo 244 (Mono)
CRPBS-10	9.2	AUTO PASS BY, SLOW - 1983 Toyota Corolla (Mono)
CRPBS-12	9.2	AUTO PASS BY, SLOW - 1984 Dodge Omni (Mono)
CRPUP--2	9.0	AUTO PULL UP - Shut Off, 1980 Oldsmobile Cutlass (Mono)
CRPUP--4	8.5	AUTO PULL UP - Shut Off, 1985 Ford LTD (Mono)
CRPUP--6	9.3	AUTO PULL UP - Shut Off, 1984 Trans Am (Mono)
CRPUP--8	13.0	AUTO PULL UP - Shut Off, 1984 Dodge Omni (Mono)
CRPUP-10	7.2	AUTO PULL UP - Shut Off, 1987 Volvo 244 (Mono)
CRPUP-12	6.6	AUTO PULL UP - Shut Off, 1983 Toyota Corolla (Mono)
CRREV--2	1.7	AUTO REV - Single Engine Rev, 1980 Oldsmobile Cutlass (Mono)
CRREV--4	1.7	AUTO REV - Single Engine Rev, 1985 Ford LTD (Mono)

CAR (con't)

CRREV--6	1.9	AUTO REV - Single Engine Rev, 1984 Trans Am (Mono)
CRREV--8	1.6	AUTO REV - Single Engine Rev, 1984 Dodge Omni (Mono)
CRREV-10	2.1	AUTO REV - Single Engine Rev, 1987 Volvo 244 (Mono)
CRREV-12	1.7	AUTO REV - Single Engine Rev, 1983 Toyota Corolla (Mono)
CRSTP--2	1.5	AUTO SHUT OFF - 1980 Oldsmobile Cutlass (Mono)
CRSTP--4	1.3	AUTO SHUT OFF - 1985 Ford LTD (Mono)
CRSTP--6	1.0	AUTO SHUT OFF - 1984 Trans Am (Mono)
CRSTP--8	1.4	AUTO SHUT OFF - 1984 Dodge Omni (Mono)
CRSTP-10	1.5	AUTO SHUT OFF - 1987 Volvo 244 (Mono)
CRSTP-12	1.4	AUTO SHUT OFF - 1983 Toyota Corolla (Mono)
CRSTR--2	5.4	AUTO START/IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
CRSTR--4	5.4	AUTO START/IDLE LOOP - 1985 Ford LTD (Mono)
CRSTR--6	6.8	AUTO START/IDLE LOOP - 1984 Trans Am (Mono)
CRSTR--8	6.1	AUTO START/IDLE LOOP - 1984 Dodge Omni (Mono)
CRSTR-10	7.7	AUTO START/IDLE LOOP - 1987 Volvo 244 (Mono)
CRSTR-12	5.4	AUTO START/IDLE LOOP - 1983 Toyota Corolla (Mono)

CAR:RACE

BTRAC--7	0.7	BOAT RACE - Single Boat, Single Engine Rev
BTRAC--8	0.7	BOAT RACE - Single Boat, Single Engine Rev (Mono)
BTRAC--9	3.7	BOAT RACE - Single Boat, Rev Engine
BTRAC-10	3.7	BOAT RACE - Single Boat, Rev Engine (Mono)
BTRAC-11	5.7	BOAT RACE LOOP - Single Boat, Fast Idle
BTRAC-12	5.7	BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
CRRAC--1	12.5	AUTO RACE - Stock Car, Idling, Pull Away
CRRAC--2	7.4	AUTO RACE - Stock Car, Race By
CRRAC--3	12.0	AUTO RACE - Stock Cars, Rev Up & Race By
CRRAC--4	6.3	AUTO RACE - Stock Cars, Rev Up & Race By
CRRAC--5	6.4	AUTO RACE - Dragster, Warm Up Tire Spin
CRRAC--6	5.8	AUTO RACE - Dragsters, Rev Up & Race By
CRRAC--7	8.6	AUTO RACE - Dragsters, Rev Up & Race By
CRRAC--8	14.2	AUTO RACE - Funny Cars, Rev Up & Race By
CRRAC--9	4.1	AUTO RACE - Jet Cars, Race By
CRRAC-10	10.7	AUTO RACE - A.R.S., Single Car Pass By
CRRAC-11	22.4	AUTO RACE - A.R.S., Several Cars Pass By, On Straightaway

CAR:RACE (con't)

CRRAC-12	23.3	AUTO RACE - A.R.S., Several Cars Pass By, Out of Corner
CRRAC-13	5.9	AUTO RACE - Formula 1, Single Car Pass By
CRRAC-14	10.2	AUTO RACE - Formula 1, Single Car, Into Corner & Away
CRRAC-15	8.2	AUTO RACE - Formula 1, Single Car, Accelerate Out of Corner
CRRAC-16	7.5	AUTO RACE - Indy Style, Single Car Pass By
CRRAC-17	6.7	AUTO RACE - Indy Style, Single Car Pass By
CRRAC-18	15.6	AUTO RACE - Indy Style, Several Cars Pass, On Straightaway
CRRAC-19	14.9	AUTO RACE - Indy Style, Several Cars Pass By, Out of Corner

CHILD:TOYS

BYTYB-1	2.6	BABY TOY - Bell, Single Ring
BYTYB-2	2.5	BABY TOY - Bell, Single Ring
BYTYR-1	0.3	BABY TOY - Rattle, Single Shake
BYTYR-2	4.3	BABY TOY - Rattle, Shaking
BYTYR-3	0.8	BABY TOY - Rattle, Shaking
BYTYS-1	1.2	BABY TOY - Slider
BYTYS-2	3.1	BABY TOY - Spinner
BYTYS-3	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS-4	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS-5	2.1	BABY TOY - Squeeze Toy, Several Squeezes
BYTYS-6	3.0	BABY TOY - Squeeze Toy, Several Squeezes
BYTYT-1	13.4	BABY TOY LOOP - Train, Whistle

CHILDREN

CHSCI-2	19.2	CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
CHSCI-4	50.6	CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
CHSCI-6	17.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
CHSCI-8	50.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
CHSCO-2	19.1	CHILDREN LOOP - Playing in Schoolyard (Mono)
CHSCO-4	52.1	CHILDREN LOOP - Playing in Schoolyard (Mono)

CLICK

HHLTS-2	0.5	LIGHT SWITCH - Rotary Dimmer (100 kHz)
HHLTS-4	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS-6	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS-8	0.2	LIGHT SWITCH - Wall Switch (100 kHz)

CLICK (con't)

HHLTS-10	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-12	0.3	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-14	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-16	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-18	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-20	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-22	0.6	LIGHT SWITCH - Pull Chain (100 kHz)
HHLTS-24	0.2	LIGHT SWITCH - Lamp (100 kHz)
HUSNP--2	0.1	FINGER SNAP - Single (100 kHz)
HUSNP--4	0.1	FINGER SNAP - Single (100 kHz)

⊗ CLOCK:GRANDFATHER

CLGDF--1	11.5	CLOCK, GRANDFATHER - Winchester, Quarter Past the Hour
CLGDF--2	17.4	CLOCK, GRANDFATHER - Winchester, Half Past the Hour
CLGDF--3	20.3	CLOCK, GRANDFATHER - Winchester, Quarter to the Hour
CLGDF--4	18.8	CLOCK, GRANDFATHER - Winchester, Top of the Hour
CLGDF--5	13.0	CLOCK, GRANDFATHER - Whittington, Quarter Past the Hour
CLGDF--6	17.1	CLOCK, GRANDFATHER - Whittington, Half Past the Hour
CLGDF--7	19.7	CLOCK, GRANDFATHER - Whittington, Quarter to the Hour
CLGDF--8	19.8	CLOCK, GRANDFATHER - Whittington, Top of the Hour
CLGDF--9	2.1	CLOCK, GRANDFATHER - Single Bong
CLGDF-10	10.4	CLOCK, GRANDFATHER - Final Single Bong

COMEDY:MISC

CYBNG--1	1.2	BOING - Spring Door Stop
CYBNG--2	1.2	BOING - Spring Door Stop (100 kHz)
CYNSM--1	2.2	NOISEMAKER - Metallic Spinner
CYNSM--2	2.3	NOISEMAKER - Metallic Spinner (100 kHz)
HNPTY--2	2.0	HORN, PARTY - Single Blow (100 kHz)

COMEDY:WHISTLE

WSCOM--2	1.7	WHISTLE, COMEDY - Short Blow (100 kHz)
WSCOM--4	2.3	WHISTLE, COMEDY - Short Blow (100 kHz)
WSSLD--2	1.6	WHISTLE, SLIDE - Slide Down (100 kHz)
WSSLD--4	0.5	WHISTLE, SLIDE - Slide Down (100 kHz)
WSSLD--8	0.6	WHISTLE, SLIDE - Slide Up (100 kHz)

filename seconds caption

COMPRESSOR

CNCOM--1	4.2	COMPRESSOR LOOP - Air Compressor, Start, Run
CNCOM--2	6.9	COMPRESSOR LOOP - Air Compressor, Start, Run
CNCOM--3	5.6	COMPRESSOR, AIR - Running, Stop

CONSTRUCTION

CNSIT--2	18.3	CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)
CNSIT--4	50.9	CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)

✓ CONSTRUCTION:EQUIPMENT

CNCOM--1	4.2	COMPRESSOR LOOP - Air Compressor, Start, Run
CNCOM--2	6.9	COMPRESSOR LOOP - Air Compressor, Start, Run
CNCOM--3	5.6	COMPRESSOR, AIR - Running, Stop

CONVEYOR:HAY

FMCNV--1	10.0	CONVEYOR LOOP - Hay Conveyor, Start, Run
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CRASH

GLSMH--2	0.9	GLASS SMASH - Automotive Headlight (100 kHz)
GLSMH--3	1.3	GLASS SMASH - Automotive Headlight (Mono)
GLSMH--4	0.9	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
GLSMH--6	1.4	GLASS SMASH - Automotive Headlight (100 kHz)
GLSMH--7	1.7	GLASS SMASH - Automotive Headlight (Mono)
GLSMH--8	1.4	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
GLSMH-10	1.4	GLASS SMASH - Automotive Window (100 kHz)
GLSMH-11	1.2	GLASS SMASH - Automotive Window (Mono)
GLSMH-12	1.4	GLASS SMASH - Automotive Window (Mono - 100 kHz)
MTHIT--2	0.5	METAL HIT - Hammer Automotive Bumper (100 kHz)
MTHIT--3	0.4	METAL HIT - Hammer Automotive Bumper (Mono)
MTHIT--4	0.5	METAL HIT - Hammer Automotive Bumper (Mono - 100 kHz)
MTHIT--6	1.2	METAL HIT - Hammer Automotive Body Panel (100 kHz)
MTHIT--7	1.1	METAL HIT - Hammer Automotive Body Panel (Mono)
MTHIT--8	1.2	METAL HIT - Hammer Automotive Body Panel (Mono - 100 kHz)

✓ CRICKETS

BGRUR--2	7.3	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--4	17.0	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--6	60.2	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--8	8.3	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)

CRICKETS (con't)

BGRUR-10 18.0 B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)

BGRUR-12 54.8 B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)

X CROWD:INDOOR

CHSCI-2 19.2 CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)

CHSCI-4 50.6 CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)

CHSCI-6 17.8 CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)

CHSCI-8 50.8 CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)

RRBRM-2 13.1 BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RRBRM-4 33.3 BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RRBRM-6 60.0 BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RRBRM-8 16.5 BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RRBRM-10 32.8 BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RRBRM-12 57.6 BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RRBRS-2 12.7 BAR ATMOSPHERE LOOP - Small Crowd (Mono)

RRBRS-4 36.0 BAR ATMOSPHERE LOOP - Small Crowd (Mono)

RRBRS-6 61.7 BAR ATMOSPHERE LOOP - Small Crowd (Mono)

RRFFS-2 14.5 RESTAURANT LOOP - Fast Food, Small Crowd (Mono)

RRFFS-4 29.2 RESTAURANT LOOP - Fast Food, Small Crowd (Mono)

RRFFS-6 60.9 RESTAURANT LOOP - Fast Food, Small Crowd (Mono)

RRLRG-2 16.9 RESTAURANT LOOP - Large Crowd (Mono)

RRLRG-4 32.9 RESTAURANT LOOP - Large Crowd (Mono)

RRLRG-6 59.5 RESTAURANT LOOP - Large Crowd (Mono)

RRMED-2 14.7 RESTAURANT LOOP - Medium Crowd (Mono)

RRMED-4 34.2 RESTAURANT LOOP - Medium Crowd (Mono)

RRMED-6 56.2 RESTAURANT LOOP - Medium Crowd (Mono)

STMAL-2 19.3 SHOPPING MALL LOOP - Small Mall Ambience (Mono)

STMAL-4 50.0 SHOPPING MALL LOOP - Small Mall Ambience (Mono)

STMAL-6 19.8 SHOPPING MALL LOOP - Medium Mall Ambience (Mono)

STMAL-8 51.3 SHOPPING MALL LOOP - Medium Mall Ambience (Mono)

STMAL-10 21.5 SHOPPING MALL LOOP - Large Mall Ambience (Mono)

STMAL-12 58.8 SHOPPING MALL LOOP - Large Mall Ambience (Mono)

X CROWD:OUTDOOR

CHSCO-2 19.1 CHILDREN LOOP - Playing in Schoolyard (Mono)

CHSCO-4 52.1 CHILDREN LOOP - Playing in Schoolyard (Mono)

filename seconds caption

✖ CUPBOARD

DRCBC--2	1.3	DOOR, CUPBOARD - Close (100 kHz)
DRCBC--4	1.4	DOOR, CUPBOARD - Close (100 kHz)
DRCBO--2	1.4	DOOR, CUPBOARD - Open (100 kHz)
DRCBO--4	1.0	DOOR, CUPBOARD - Open (100 kHz)

✖ DEHUMIDIFIER

EADHM--1	5.0	DEHUMIDIFIER LOOP - Start, Fan Running
EADHM--2	1.6	DEHUMIDIFIER LOOP - Fan Running
EADHM--3	5.1	DEHUMIDIFIER LOOP - Fan Running, Condensor Starts
EADHM--4	2.4	DEHUMIDIFIER LOOP - Condensor Running

DOOR

DRCBC--2	1.3	DOOR, CUPBOARD - Close (100 kHz)
DRCBC--4	1.4	DOOR, CUPBOARD - Close (100 kHz)
DRCBO--2	1.4	DOOR, CUPBOARD - Open (100 kHz)
DRCBO--4	1.0	DOOR, CUPBOARD - Open (100 kHz)
DRWDC--2	0.9	DOOR, WOOD - Close (100 kHz)
DRWDC--4	0.9	DOOR, WOOD - Close (100 kHz)
DRWDC--6	0.9	DOOR, WOOD - Close (100 kHz)
DRWDC--8	1.0	DOOR, WOOD - Close (100 kHz)
DRWDC-10	0.5	DOOR, WOOD - Close (100 kHz)
DRWDC-12	0.4	DOOR, WOOD - Slam (100 kHz)
DRWDC-14	0.6	DOOR, WOOD - Close (100 kHz)
DRWDC-16	0.5	DOOR, WOOD - Slam (100 kHz)
DRWDC-18	0.8	DOOR, WOOD - Close (100 kHz)
DRWDC-20	0.4	DOOR, WOOD - Close (100 kHz)
DRWDC-22	0.6	DOOR, WOOD - Close (100 kHz)
DRWDC-24	0.5	DOOR, WOOD - Close (100 kHz)
DRWDO--2	4.0	DOOR, WOOD - Squeak Open (100 kHz)
DRWDO--4	0.9	DOOR, WOOD - Open (100 kHz)
DRWDO--6	1.0	DOOR, WOOD - Open, Slight Squeak (100 kHz)
DRWDO--8	1.2	DOOR, WOOD - Open (100 kHz)
DRWDO-10	0.6	DOOR, WOOD - Open (100 kHz)

✖ ELEVATOR:HAY

FMELV--1	9.5	ELEVATOR LOOP - Hay Elevator, Start, Run
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EXPLOSION

EXLRG--2	4.7	EXPLOSION - Large Blast (100 kHz)
EXLRG--4	3.6	EXPLOSION - Large Blast (100 kHz)
EXMED--2	4.0	EXPLOSION - Medium Blast (100 kHz)
EXMED--4	9.7	EXPLOSION - Medium Blast (100 kHz)
EXSML--2	3.1	EXPLOSION - Small Blast (100 kHz)
FRWRK--1	1.4	FIREWORKS - One Small Explosion
FRWRK--2	1.4	FIREWORKS - One Small Explosion (100 kHz)
FRWRK--3	1.6	FIREWORKS - One Medium Explosion
FRWRK--4	1.6	FIREWORKS - One Medium Explosion (100 kHz)
FRWRK--5	1.7	FIREWORKS - One Large Explosion
FRWRK--6	1.6	FIREWORKS - One Large Explosion (100 kHz)
FRWRK--7	5.9	FIREWORKS - Several Medium Explosions
FRWRK--8	5.9	FIREWORKS - Several Medium Explosions (100 kHz)
FRWRK--9	16.9	FIREWORKS - Several Large Explosions
FRWRK-10	17.6	FIREWORKS - Several Large Explosions (100 kHz)
FRWRK-11	1.5	FIREWORKS - Single Launch From Ground
FRWRK-12	1.5	FIREWORKS - Single Launch From Ground (100 kHz)

EXPLOSION:SPACE

SPEXP--1	2.9	SPACE EXPLOSION - Single Blast
SPEXP--2	6.5	SPACE EXPLOSION - Single Blast
SPEXP--3	9.0	SPACE EXPLOSION - Several Blasts

FAN

FNEXH--1	3.7	EXHAUST FAN LOOP - Running
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FARM:MISC

CNCOM--1	4.2	COMPRESSOR LOOP - Air Compressor, Start, Run
CNCOM--2	6.9	COMPRESSOR LOOP - Air Compressor, Start, Run
CNCOM--3	5.6	COMPRESSOR, AIR - Running, Stop
FMCNV--1	10.0	CONVEYOR LOOP - Hay Conveyor, Start, Run
FMELV--1	9.5	ELEVATOR LOOP - Hay Elevator, Start, Run
FMMLK--1	10.0	MILK TANK LOOP - Milk Being Stirred in Large Tank

FARM:TRACTOR

TTAWA--1	19.5	TRACTOR AWAY - Pull Away, Ford 5610
TTAWA--2	18.5	TRACTOR AWAY - Pull Away, Ford 5610 (Mono)

FARM:TRACTOR (con't)

TTIDL--1	3.0	TRACTOR IDLE LOOP - Ford 5610
TTIDL--2	3.0	TRACTOR IDLE LOOP - Ford 5610 (Mono)
TTPBF--1	15.2	TRACTOR PASS BY, FAST - Ford 5610
TTPBF--2	12.0	TRACTOR PASS BY, FAST - Ford 5610 (Mono)
TTPBS--1	20.0	TRACTOR PASS BY, SLOW - Ford 5610
TTPBS--2	19.6	TRACTOR PASS BY, SLOW - Ford 5610 (Mono)
TTPUP--1	17.0	TRACTOR PULL UP - Shut Off, Ford 5610
TTPUP--2	14.7	TRACTOR PULL UP - Shut Off, Ford 5610 (Mono)
TTSTP--1	2.6	TRACTOR SHUT OFF - Ford 5610
TTSTP--2	2.6	TRACTOR SHUT OFF - Ford 5610 (Mono)
TTSTR--1	4.7	TRACTOR START LOOP - Start & Idle, Ford 5610
TTSTR--2	4.7	TRACTOR START LOOP - Start & Idle, Ford 5610 (Mono)

FART

HUFTL--1	0.3	FART - Large
HUFTL--2	0.3	FART - Large (100 kHz)
HUFTL--3	0.4	FART - Large
HUFTL--4	0.4	FART - Large (100 kHz)
HUFTM--1	0.5	FART - Medium
HUFTM--2	0.5	FART - Medium (100 kHz)
HUFTM--3	0.5	FART - Medium
HUFTM--4	0.5	FART - Medium (100 kHz)
HUFTM--5	0.4	FART - Medium
HUFTM--6	0.4	FART - Medium (100 kHz)
HUFTM--7	0.5	FART - Medium
HUFTM--8	0.5	FART - Medium (100 kHz)
HUFTS--1	0.4	FART - Small
HUFTS--2	0.3	FART - Small (100 kHz)
HUFTS--3	0.3	FART - Small
HUFTS--4	0.3	FART - Small (100 kHz)
HUFTS--5	0.3	FART - Small
HUFTS--6	0.3	FART - Small (100 kHz)
HUFTS--7	0.4	FART - Small
HUFTS--8	0.3	FART - Small (100 kHz)

filename seconds caption

FIRE

FRPLC--2 8.1 FIRE, FIREPLACE - Crackling (Mono)
 FRPLC--4 18.4 FIRE, FIREPLACE - Crackling & Popping (Mono)

FIRE:ALARM

AAFIR--2 4.0 ALARM LOOP - Fire Alarm, Bell (Mono)

FIREARMS

GNCOC--2 0.5 GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
 GNCOC--4 0.8 GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
 GS12G--2 0.7 GUNSHOT - 12 Gauge Shotgun, Single Shot (100 kHz)
 GS22C--2 0.3 GUNSHOT - 22 Calibre, Single Shot (100 kHz)
 GS22C--4 0.4 GUNSHOT - 22 Calibre with Silencer, Single Shot (100 kHz)
 GS38C--2 0.5 GUNSHOT - 38 Calibre Revolver, Single Shot (100 kHz)
 GS45C--2 0.5 GUNSHOT - 45 Calibre Machine Gun, One Shot (100 kHz)
 GS45C--4 1.0 GUNSHOT - 45 Calibre Machine Gun, Two Shots (100 kHz)
 GS45C--6 6.0 GUNSHOT - 45 Calibre Machine Gun, Medium Burst (100 kHz)
 GS45C--8 13.3 GUNSHOT - 45 Calibre Machine Gun, Long Burst (100 kHz)

FIREWORKS

FRWRK--1 1.4 FIREWORKS - One Small Explosion
 FRWRK--2 1.4 FIREWORKS - One Small Explosion (100 kHz)
 FRWRK--3 1.6 FIREWORKS - One Medium Explosion
 FRWRK--4 1.6 FIREWORKS - One Medium Explosion (100 kHz)
 FRWRK--5 1.7 FIREWORKS - One Large Explosion
 FRWRK--6 1.6 FIREWORKS - One Large Explosion (100 kHz)
 FRWRK--7 5.9 FIREWORKS - Several Medium Explosions
 FRWRK--8 5.9 FIREWORKS - Several Medium Explosions (100 kHz)
 FRWRK--9 16.9 FIREWORKS - Several Large Explosions
 FRWRK-10 17.6 FIREWORKS - Several Large Explosions (100 kHz)
 FRWRK-11 1.5 FIREWORKS - Single Launch From Ground
 FRWRK-12 1.5 FIREWORKS - Single Launch From Ground (100 kHz)

FOOD:PREP

EABLN--2 15.1 BLENDER - Start, Run, Stop, Dry Ingredients
 EABLN--4 15.1 BLENDER - Start, Run, Stop, Liquid Ingredients
 EAFDP--2 15.2 FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
 EAOVN-11 0.3 OVEN, MICROWAVE - Beep (100 kHz)

FOOD:PREP (con't)

FDCAN--4	0.6	CAN, SOFT DRINK - Open (100 kHz)
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FDCAN--6	0.2	CAN, SOFT DRINK - Open (100 kHz)
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FOOD PROCESSOR

EAFDP--2	15.2	FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
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FOOTBALL

FBKIK--1	0.2	FOOTBALL - Kick Ball
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FBKIK--2	0.3	FOOTBALL - Kick Ball
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FBPNT--1	0.5	FOOTBALL - Punt Ball
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FBPNT--2	0.3	FOOTBALL - Punt Ball
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GENERATING STATION

INGEN--1	3.1	GENERATING STATION LOOP - Generator Running
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INGEN--2	4.3	GENERATING STATION LOOP - Turbine Running
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INGEN--3	4.4	GENERATING STATION LOOP - Water Pumps Running
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GLASS

GLSMH--2	0.9	GLASS SMASH - Automotive Headlight (100 kHz)
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GLSMH--3	1.3	GLASS SMASH - Automotive Headlight (Mono)
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GLSMH--4	0.9	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
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GLSMH--6	1.4	GLASS SMASH - Automotive Headlight (100 kHz)
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GLSMH--7	1.7	GLASS SMASH - Automotive Headlight (Mono)
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GLSMH--8	1.4	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
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GLSMH-10	1.4	GLASS SMASH - Automotive Window (100 kHz)
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GLSMH-11	1.2	GLASS SMASH - Automotive Window (Mono)
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GLSMH-12	1.4	GLASS SMASH - Automotive Window (Mono - 100 kHz)
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GULP

HUSWL--2	0.3	SWALLOW LIQUID - Single Gulp (100 kHz)
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HUSWL--4	0.3	SWALLOW LIQUID - Single Gulp (100 kHz)
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GUN:MACHINE GUN

GS45C--2	0.5	GUNSHOT - 45 Calibre Machine Gun, One Shot (100 kHz)
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GS45C--4	1.0	GUNSHOT - 45 Calibre Machine Gun, Two Shots (100 kHz)
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GS45C--6	6.0	GUNSHOT - 45 Calibre Machine Gun, Medium Burst (100 kHz)
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GS45C--8	13.3	GUNSHOT - 45 Calibre Machine Gun, Long Burst (100 kHz)
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GUN:REVOLVER

GS22C--2	0.3	GUNSHOT - 22 Calibre, Single Shot (100 kHz)
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filename seconds caption

GUN:REVOLVER (con't)

GS22C--4 0.4 GUNSHOT - 22 Calibre with Silencer, Single Shot (100 kHz)
 GS38C--2 0.5 GUNSHOT - 38 Calibre Revolver, Single Shot (100 kHz)

GUN:SHOTGUN

GNCOC--2 0.5 GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
 GNCOC--4 0.8 GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
 GS12G--2 0.7 GUNSHOT - 12 Gauge Shotgun, Single Shot (100 kHz)

GUN:SPACE

SPGUN--1 1.4 SPACE GUN - Single Shot
 SPGUN--2 0.8 SPACE GUN - Machine Gun

HAIR DRYER

EAHRD--1 15.1 HAIR DRYER - Start, Run, Stop

HELICOPTER

HLAPP-2 25.0 HELICOPTER APPROACH LOOP - Hover, Aerospatiale (Mono)
 HLFID--2 14.0 HELICOPTER IDLE LOOP - Fast Idle, Aerospatiale (Mono)
 HLFID--3 5.7 HELICOPTER IDLE LOOP - Fast Idle, Robinson R-22
 HLFID--4 5.7 HELICOPTER IDLE LOOP - Fast Idle, Robinson R-22 (Mono)
 HLFLT--1 10.8 HELICOPTER FLIGHT LOOP - Interior, Robinson R-22
 HLFLT--2 10.8 HELICOPTER FLIGHT LOOP - Interior, Robinson R-22 (Mono)
 HLHOV--2 5.0 HELICOPTER HOVER LOOP - Aerospatiale (Mono)
 HLHOV--3 10.7 HELICOPTER HOVER LOOP - Robinson R-22
 HLHOV--4 10.7 HELICOPTER HOVER LOOP - Robinson R-22 (Mono)
 HLIDI--1 3.2 HELICOPTER IDLE LOOP - Interior, Robinson R-22
 HLIDI--2 3.1 HELICOPTER IDLE LOOP - Interior, Robinson R-22 (Mono)
 HLIDL--2 9.3 HELICOPTER IDLE LOOP - Aerospatiale (Mono)
 HLIDL--3 5.1 HELICOPTER IDLE LOOP - Robinson R-22
 HLIDL--4 5.1 HELICOPTER IDLE LOOP - Robinson R-22 (Mono)
 HLIDL--5 9.4 HELICOPTER IDLE LOOP - Hughes 500E
 HLIDL--6 9.4 HELICOPTER IDLE LOOP - Hughes 500E (Mono)
 HLIDL--7 8.5 HELICOPTER IDLE LOOP - Bell Ranger
 HLIDL--8 8.8 HELICOPTER IDLE LOOP - Bell Ranger (Mono)
 HLLDI--1 20.3 HELICOPTER LAND LOOP - Idle, Interior, Robinson R-22
 HLLDI--2 20.3 HELICOPTER LAND LOOP - Idle, Interior, Robinson R-22 (Mono)
 HLLND--2 21.2 HELICOPTER LAND LOOP - Land & Idle, Aerospatiale (Mono)

HELICOPTER (con't)

HLLND--3	22.1	HELICOPTER LAND LOOP - Land & Idle, Robinson R-22
HLLND--4	22.1	HELICOPTER LAND LOOP - Land & Idle, Robinson R-22 (Mono)
HLLND--5	33.0	HELICOPTER LAND LOOP - Land & Idle, Bell Ranger
HLLND--6	29.4	HELICOPTER LAND LOOP - Land & Idle, Bell Ranger (Mono)
HLOFF--2	28.2	HELICOPTER SHUT OFF - Aerospatiale (Mono)
HLOFF--3	23.0	HELICOPTER SHUT OFF - Robinson R-22
HLOFF--4	23.0	HELICOPTER SHUT OFF - Robinson R-22 (Mono)
HLOFI--1	38.9	HELICOPTER SHUT OFF - Interior, Robinson R-22
HLOFI--2	38.9	HELICOPTER SHUT OFF - Interior, Robinson R-22 (Mono)
HLPBF--1	11.7	HELICOPTER PASS BY, FAST - Robinson R-22
HLPBF--2	14.3	HELICOPTER PASS BY, FAST - Robinson R-22 (Mono)
HLPBF--3	9.2	HELICOPTER PASS BY, FAST - Hughes 500E
HLPBF--4	9.1	HELICOPTER PASS BY, FAST - Hughes 500E (Mono)
HLPBM--1	16.4	HELICOPTER PASS BY, MEDIUM - Robinson R-22
HLPBM--2	15.7	HELICOPTER PASS BY, MEDIUM - Robinson R-22 (Mono)
HLPBM--3	28.2	HELICOPTER PASS BY, MEDIUM - Army
HLPBM--4	28.3	HELICOPTER PASS BY, MEDIUM - Army (Mono)
HLPBS--1	25.8	HELICOPTER PASS BY, SLOW - Robinson R-22
HLPBS--2	26.7	HELICOPTER PASS BY, SLOW - Robinson R-22 (Mono)
HLPBS--3	23.2	HELICOPTER PASS BY, SLOW - Army
HLPBS--4	24.2	HELICOPTER PASS BY, SLOW - Army (Mono)
HLPBS--5	25.2	HELICOPTER PASS BY, SLOW - Chinook
HLPBS--6	23.6	HELICOPTER PASS BY, SLOW - Chinook (Mono)
HLSTI--1	8.5	HELICOPTER START LOOP - Idle, Interior, Robinson R-22
HLSTI--2	8.4	HELICOPTER START LOOP - Idle, Interior, Robinson R-22 (Mono)
HLSTR--2	34.7	HELICOPTER START LOOP - Start & Idle, Aerospatiale (Mono)
HLSTR--3	33.4	HELICOPTER START LOOP - Start & Idle, Robinson R-22
HLSTR--4	33.4	HELICOPTER START LOOP - Start & Idle, Robinson R-22 (Mono)
HLTOF--2	38.1	HELICOPTER TAKE OFF - Aerospatiale (Mono)
HLTOF--3	30.9	HELICOPTER TAKE OFF - Robinson R-22
HLTOF--4	28.7	HELICOPTER TAKE OFF - Robinson R-22 (Mono)
HLTOF--5	19.3	HELICOPTER TAKE OFF - Hughes 500E
HLTOF--6	15.5	HELICOPTER TAKE OFF - Hughes 500E (Mono)
HLTOF--7	21.5	HELICOPTER TAKE OFF - Bell Ranger

HELICOPTER (con't)

HLTOF--8	21.2	HELICOPTER TAKE OFF - Bell Ranger (Mono)
HLTOI--1	20.5	HELICOPTER TAKE OFF LOOP - Interior, Robinson R-22
HLTOI--2	20.5	HELICOPTER TAKE OFF LOOP - Interior, Robinson R-22 (Mono)

HORN:BOAT

BTHRN--2	1.5	BOAT HORN - Tug Boat, Single Blast (100 kHz)
BTHRN--3	1.8	BOAT HORN - Tug Boat, Single Blast (Mono)
BTHRN--4	1.5	BOAT HORN - Tug Boat, Single Blast (Mono - 100 kHz)

HORN:PARTY

HNPTY--2	2.0	HORN, PARTY - Single Blow (100 kHz)
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HORSE:RACE

HRRAC--1	6.2	HORSE RACE - Call To Track, Bugle
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HORSESHOES

HRSHO--1	0.5	HORSESHOE PIT - Horseshoe Hitting Stake
HRSHO--2	0.5	HORSESHOE PIT - Horseshoe Hitting Stake
HRSHO--3	0.6	HORSESHOE PIT - Horseshoe Hitting Stake

HOUSEHOLD:LIGHT

HHLTS--2	0.5	LIGHT SWITCH - Rotary Dimmer (100 kHz)
HHLTS--4	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS--6	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS--8	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS-10	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-12	0.3	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-14	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-16	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-18	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-20	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-22	0.6	LIGHT SWITCH - Pull Chain (100 kHz)
HHLTS-24	0.2	LIGHT SWITCH - Lamp (100 kHz)

HOUSEHOLD:MISC

EADHM--1	5.0	DEHUMIDIFIER LOOP - Start, Fan Running
EADHM--2	1.6	DEHUMIDIFIER LOOP - Fan Running
EADHM--3	5.1	DEHUMIDIFIER LOOP - Fan Running, Condensor Starts
EADHM--4	2.4	DEHUMIDIFIER LOOP - Condensor Running
FDCAN--4	0.6	CAN, SOFT DRINK - Open (100 kHz)

filename seconds caption

HOUSEHOLD:MISC (con't)

FDCAN--6 0.2 CAN, SOFT DRINK - Open (100 kHz)

FNEXH--1 3.7 EXHAUST FAN LOOP - Running

HUMAN:BELCH

HUBPL--1 0.5 BURP - Large

HUBPL--2 1.4 BURP - Large (100 kHz)

HUBPL--3 0.7 BURP - Large

HUBPL--4 0.7 BURP - Large (100 kHz)

HUBPL--5 0.9 BURP - Large

HUBPL--6 0.9 BURP - Large (100 kHz)

HUBPL--7 1.3 BURP - Large

HUBPL--8 1.3 BURP - Large (100 kHz)

HUBPM--1 0.4 BURP - Medium

HUBPM--2 0.3 BURP - Medium (100 kHz)

HUBPM--3 0.5 BURP - Medium

HUBPM--4 0.4 BURP - Medium (100 kHz)

HUBPM--5 0.5 BURP - Medium

HUBPM--6 0.5 BURP - Medium (100 kHz)

HUBPS--1 0.2 BURP - Small

HUBPS--2 0.2 BURP - Small (100 kHz)

HUBPS--3 0.3 BURP - Small

HUBPS--4 0.2 BURP - Small (100 kHz)

HUBPS--5 0.2 BURP - Small

HUBPS--6 0.2 BURP - Small (100 kHz)

HUMAN:FART

HUFTL--1 0.3 FART - Large

HUFTL--2 0.3 FART - Large (100 kHz)

HUFTL--3 0.4 FART - Large

HUFTL--4 0.4 FART - Large (100 kHz)

HUFTM--1 0.5 FART - Medium

HUFTM--2 0.5 FART - Medium (100 kHz)

HUFTM--3 0.5 FART - Medium

HUFTM--4 0.5 FART - Medium (100 kHz)

HUFTM--5 0.4 FART - Medium

HUMAN:FART (con't)

HUFTM--6	0.4	FART - Medium (100 kHz)
HUFTM--7	0.5	FART - Medium
HUFTM--8	0.5	FART - Medium (100 kHz)
HUFTS--1	0.4	FART - Small
HUFTS--2	0.3	FART - Small (100 kHz)
HUFTS--3	0.3	FART - Small
HUFTS--4	0.3	FART - Small (100 kHz)
HUFTS--5	0.3	FART - Small
HUFTS--6	0.3	FART - Small (100 kHz)
HUFTS--7	0.4	FART - Small
HUFTS--8	0.3	FART - Small (100 kHz)

✱ HUMAN:MISC

HUSNP--2	0.1	FINGER SNAP - Single (100 kHz)
HUSNP--4	0.1	FINGER SNAP - Single (100 kHz)
HUSNZ--2	0.9	SNEEZE - Female (100 kHz)
HUSWL--2	0.3	SWALLOW LIQUID - Single Gulp (100 kHz)
HUSWL--4	0.3	SWALLOW LIQUID - Single Gulp (100 kHz)

HUMAN:VOICE

HUSCR--2	1.6	SCREAM - Terrified Female (100 kHz)
HUSCR--4	2.2	SCREAM - Terrified Female (100 kHz)
HUSCR--6	1.8	SCREAM - Terrified Male (100 kHz)
HUSCR--8	1.5	SCREAM - Terrified Male (100 kHz)

INDUSTRY

INBTL--1	7.6	BOTTLING PLANT LOOP - General Ambience
INBTL--2	4.2	BOTTLING PLANT LOOP - Bottle Cap Machine
INBTL--3	6.1	BOTTLING PLANT LOOP - Bottles on Conveyor Belt
INBTL--4	6.5	BOTTLING PLANT LOOP - Bottles Loaded Into Cases
INGEN--1	3.1	GENERATING STATION LOOP - Generator Running
INGEN--2	4.3	GENERATING STATION LOOP - Turbine Running
INGEN--3	4.4	GENERATING STATION LOOP - Water Pumps Running
INLND--1	3.3	LAUNDROMAT LOOP - General Ambience
INPAP--1	5.9	NEWSPAPER PRESS LOOP - Press Running
INPAP--2	4.5	NEWSPAPER PRESS LOOP - Folder Running

filename	seconds	caption
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JET

JTFTR--2	12.6	JET, FIGHTER - CT-114 Tutor, Pass Overhead (Mono)
JTFTR--4	6.5	JET, FIGHTER - F-16, Pass Overhead (Mono)
JTFTR--6	17.5	JET, FIGHTER - F-16, Pass Overhead (Mono)
JTPAS--2	12.1	JET, PASSENGER - Concorde, Pass Overhead (Mono)
JTPLD--2	12.8	JET, PASSENGER - Land, Pass Overhead (Mono)
JTPLD--4	9.5	JET, PASSENGER - Land, Pass Overhead (Mono)
JTPLD--6	15.3	JET, PASSENGER - Land, Pass Overhead (Mono)
JTPLD--8	18.3	JET, PASSENGER - Landing (Mono)
JTPTO--2	18.7	JET, PASSENGER - Take Off, Pass Overhead (Mono)
JTPTO--4	20.4	JET, PASSENGER - Take Off, Pass Overhead (Mono)
JTPTO--6	25.1	JET, PASSENGER - Take Off, Pass Overhead (Mono)
JTPTO--8	13.1	JET, PASSENGER - Take Off (Mono)
JTPTO-10	14.1	JET, PASSENGER - Take Off (Mono)
JTPTO-12	12.0	JET, PASSENGER - Take Off (Mono)

LAUNDROMAT

INLND--1	3.3	LAUNDROMAT LOOP - General Ambience
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MARINE

WTBOT--2	7.9	WATER LOOP - Water Against Moving Boat (Mono)
WTBOT--4	11.0	WATER LOOP - Water Against Moving Boat (Mono)

MARINE:HORN

BTHRN--2	1.5	BOAT HORN - Tug Boat, Single Blast (100 kHz)
BTHRN--3	1.8	BOAT HORN - Tug Boat, Single Blast (Mono)
BTHRN--4	1.5	BOAT HORN - Tug Boat, Single Blast (Mono - 100 kHz)

METAL

MTHIT--2	0.5	METAL HIT - Hammer Automotive Bumper (100 kHz)
MTHIT--3	0.4	METAL HIT - Hammer Automotive Bumper (Mono)
MTHIT--4	0.5	METAL HIT - Hammer Automotive Bumper (Mono - 100 kHz)
MTHIT--6	1.2	METAL HIT - Hammer Automotive Body Panel (100 kHz)
MTHIT--7	1.1	METAL HIT - Hammer Automotive Body Panel (Mono)
MTHIT--8	1.2	METAL HIT - Hammer Automotive Body Panel (Mono - 100 kHz)

MILITARY

GNCOC--2	0.5	GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
GNCOC--4	0.8	GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
GS12G--2	0.7	GUNSHOT - 12 Gauge Shotgun, Single Shot (100 kHz)

MILITARY (con't)

GS22C--2	0.3	GUNSHOT - 22 Calibre, Single Shot (100 kHz)
GS22C--4	0.4	GUNSHOT - 22 Calibre with Silencer, Single Shot (100 kHz)
GS38C--2	0.5	GUNSHOT - 38 Calibre Revolver, Single Shot (100 kHz)
GS45C--2	0.5	GUNSHOT - 45 Calibre Machine Gun, One Shot (100 kHz)
GS45C--4	1.0	GUNSHOT - 45 Calibre Machine Gun, Two Shots (100 kHz)
GS45C--6	6.0	GUNSHOT - 45 Calibre Machine Gun, Medium Burst (100 kHz)
GS45C--8	13.3	GUNSHOT - 45 Calibre Machine Gun, Long Burst (100 kHz)

MILITARY:EXPLOSION

EXLRG--2	4.7	EXPLOSION - Large Blast (100 kHz)
EXLRG--4	3.6	EXPLOSION - Large Blast (100 kHz)
EXMED--2	4.0	EXPLOSION - Medium Blast (100 kHz)
EXMED--4	9.7	EXPLOSION - Medium Blast (100 kHz)
EXSML--2	3.1	EXPLOSION - Small Blast (100 kHz)

MIXER

FMMLK--1	10.0	MILK TANK LOOP - Milk Being Stirred in Large Tank
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MOTOR:BOAT

BTAWA--1	14.9	BOAT AWAY - Drive Away From Dock, 9.9 Evinrude
BTAWA--2	14.9	BOAT AWAY - Drive Away From Dock, 9.9 Evinrude (Mono)
BTAWA--4	21.6	BOAT AWAY - Drive Away From Dock, 20 HP Johnson (Mono)
BTAWA--5	10.6	BOAT AWAY - Drive Away From Dock, 50 HP Evinrude
BTAWA--6	10.4	BOAT AWAY - Drive Away From Dock, 50 HP Evinrude (Mono)
BTAWA--8	8.9	BOAT AWAY - Drive Away From Dock, 115 HP Evinrude (Mono)
BTAWA--9	17.1	BOAT AWAY - Drive Away From Dock, 150 HP Mercury
BTAWA-10	17.4	BOAT AWAY - Drive Away From Dock, 150 HP Mercury (Mono)
BTDRV--1	3.2	BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude
BTDRV--2	3.2	BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude (Mono)
BTDRV--4	2.6	BOAT DRIVE LOOP - Driving, On Board, 20 HP Johnson (Mono)
BTDRV--5	10.2	BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude
BTDRV--6	10.2	BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude (Mono)
BTDRV--8	2.9	BOAT DRIVE LOOP - Driving, On Board, 115 HP Evinrude (Mono)
BTDRV--9	4.2	BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury
BTDRV-10	4.2	BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury (Mono)
BTHSP--1	3.5	BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude
BTHSP--2	3.5	BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude (Mono)

filename	seconds	caption
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MOTOR:BOAT (con't)

BTHSP--4	8.2	BOAT DRIVE LOOP - High Speed, On Board, 20 HP Johnson (Mono)
BTHSP--5	5.0	BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude
BTHSP--6	5.0	BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude (Mono)
BTHSP--8	8.3	BOAT DRIVE LOOP - High Speed, On Board, 115 HP Evinrude (Mono)
BTHSP--9	6.6	BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury
BTHSP-10	6.6	BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury (Mono)
BTHSP-11	5.3	BOAT DRIVE LOOP - High Speed, On Board, Chris Craft
BTHSP-12	5.3	BOAT DRIVE LOOP - High Speed, On Board, Chris Craft (Mono)
BTIDL--1	2.1	BOAT IDLE LOOP - 9.9 Evinrude
BTIDL--2	2.1	BOAT IDLE LOOP - 9.9 Evinrude (Mono)
BTIDL--4	4.6	BOAT IDLE LOOP - 20 HP Johnson (Mono)
BTIDL--5	2.1	BOAT IDLE LOOP - 50 HP Evinrude
BTIDL--6	2.1	BOAT IDLE LOOP - 50 HP Evinrude (Mono)
BTIDL--8	1.6	BOAT IDLE LOOP - 115 HP Evinrude (Mono)
BTIDL--9	2.5	BOAT IDLE LOOP - 150 HP Mercury
BTIDL-10	2.0	BOAT IDLE LOOP - 150 HP Mercury (Mono)
BTIDL-11	6.4	BOAT IDLE LOOP - Chris Craft
BTIDL-12	6.4	BOAT IDLE LOOP - Chris Craft (Mono)
BTIDL-13	5.5	BOAT IDLE LOOP - Greavette
BTIDL-14	5.5	BOAT IDLE LOOP - Greavette (Mono)
BTPBF--1	12.1	BOAT PASS BY, FAST - 9.9 Evinrude
BTPBF--2	11.9	BOAT PASS BY, FAST - 9.9 Evinrude (Mono)
BTPBF--4	7.4	BOAT PASS BY, FAST - 20 HP Johnson (Mono)
BTPBF--5	9.1	BOAT PASS BY, FAST - 50 HP Evinrude
BTPBF--6	8.2	BOAT PASS BY, FAST - 50 HP Evinrude (Mono)
BTPBF--8	10.0	BOAT PASS BY, FAST - 115 HP Evinrude (Mono)
BTPBF--9	13.9	BOAT PASS BY, FAST - 150 HP Mercury
BTPBF-10	13.1	BOAT PASS BY, FAST - 150 HP Mercury (Mono)
BTPBS--1	16.4	BOAT PASS BY, SLOW - 9.9 Evinrude
BTPBS--2	16.7	BOAT PASS BY, SLOW - 9.9 Evinrude (Mono)
BTPBS--4	12.9	BOAT PASS BY, SLOW - 20 HP Johnson (Mono)
BTPBS--5	12.5	BOAT PASS BY, SLOW - 50 HP Evinrude
BTPBS--6	12.3	BOAT PASS BY, SLOW - 50 HP Evinrude (Mono)
BTPBS--8	9.6	BOAT PASS BY, SLOW - 115 HP Evinrude (Mono)

MOTOR:BOAT (con't)

BTPBS--9	16.3	BOAT PASS BY, SLOW - 150 HP Mercury
BTPBS-10	16.4	BOAT PASS BY, SLOW - 150 HP Mercury (Mono)
BTPUL--1	33.4	BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude
BTPUL--2	33.4	BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude (Mono)
BTPUL--4	22.7	BOAT PULL UP - Shut Off, On Board, 20 HP Johnson (Mono)
BTPUL--5	25.5	BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude
BTPUL--6	25.5	BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude (Mono)
BTPUL--8	17.0	BOAT PULL UP - Shut Off, On Board, 115 HP Evinrude (Mono)
BTPUL--9	25.5	BOAT PULL UP - Shut Off, On Board, 150 HP Mercury
BTPUL-10	25.5	BOAT PULL UP - Shut Off, On Board, 150 HP Mercury (Mono)
BTPUP--1	21.0	BOAT PULL UP - Shut Off, 9.9 Evinrude
BTPUP--2	20.2	BOAT PULL UP - Shut Off, 9.9 Evinrude (Mono)
BTPUP--4	19.1	BOAT PULL UP - Shut Off, 20 HP Johnson (Mono)
BTPUP--5	13.6	BOAT PULL UP - Shut Off, 50 HP Evinrude
BTPUP--6	13.4	BOAT PULL UP - Shut Off, 50 HP Evinrude (Mono)
BTPUP--8	25.2	BOAT PULL UP - Shut Off, 115 HP Evinrude (Mono)
BTPUP--9	11.6	BOAT PULL UP - Shut Off, 150 HP Mercury
BTPUP-10	11.5	BOAT PULL UP - Shut Off, 150 HP Mercury (Mono)
BTSTD--1	32.9	BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude
BTSTD--2	32.9	BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude (Mono)
BTSTD--4	29.7	BOAT AWAY LOOP - Start, Drive, 20 HP Johnson (Mono)
BTSTD--5	17.3	BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude
BTSTD--6	17.3	BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude (Mono)
BTSTD--8	22.4	BOAT AWAY LOOP - Start, Drive, 115 HP Evinrude (Mono)
BTSTD--9	13.6	BOAT AWAY LOOP - Start, Drive, 150 HP Mercury
BTSTD-10	13.6	BOAT AWAY LOOP - Start, Drive, 150 HP Mercury (Mono)
BTSTP--1	1.2	BOAT SHUT OFF - 9.9 Evinrude
BTSTP--2	1.2	BOAT SHUT OFF - 9.9 Evinrude (Mono)
BTSTP--4	1.6	BOAT SHUT OFF - 20 HP Johnson (Mono)
BTSTP--5	1.2	BOAT SHUT OFF - 50 HP Evinrude
BTSTP--6	1.2	BOAT SHUT OFF - 50 HP Evinrude (Mono)
BTSTP--8	1.2	BOAT SHUT OFF - 115 HP Evinrude (Mono)
BTSTP--9	1.2	BOAT SHUT OFF - 150 HP Mercury
BTSTP-10	1.2	BOAT SHUT OFF - 150 HP Mercury (Mono)

MOTOR:BOAT (con't)

BTSTP-11	3.6	BOAT SHUT OFF - Chris Craft
BTSTP-12	3.6	BOAT SHUT OFF - Chris Craft (Mono)
BTSTP-13	1.0	BOAT SHUT OFF - Greavette
BTSTP-14	1.0	BOAT SHUT OFF - Greavette (Mono)
BTSTR--1	4.5	BOAT START LOOP - Start & Idle, 9.9 Evinrude
BTSTR--2	4.5	BOAT START LOOP - Start & Idle, 9.9 Evinrude (Mono)
BTSTR--4	14.7	BOAT START LOOP - Start & Idle, 20 HP Johnson (Mono)
BTSTR--5	9.1	BOAT START LOOP - Start & Idle, 50 HP Evinrude
BTSTR--6	9.1	BOAT START LOOP - Start & Idle, 50 HP Evinrude (Mono)
BTSTR--8	10.3	BOAT START LOOP - Start & Idle, 115 HP Evinrude (Mono)
BTSTR--9	10.7	BOAT START LOOP - Start & Idle, 150 HP Mercury
BTSTR-10	5.4	BOAT START LOOP - Start & Idle, 150 HP Mercury (Mono)
BTSTR-11	14.8	BOAT START LOOP - Start Engines & Idle, Chris Craft
BTSTR-12	14.8	BOAT START LOOP - Start Engines & Idle, Chris Craft (Mono)
BTSTR-13	16.4	BOAT START LOOP - Start & Idle, Greavette
BTSTR-14	16.4	BOAT START LOOP - Start & Idle, Greavette (Mono)
BTTRM--1	9.3	BOAT TRIM UNIT - Adjust Outboard Trim, Up
BTTRM--2	9.3	BOAT TRIM UNIT - Adjust Outboard Trim, Up (Mono)
BTTRM--3	14.7	BOAT TRIM UNIT - Adjust Outboard Trim, Down
BTTRM--4	14.7	BOAT TRIM UNIT - Adjust Outboard Trim, Down (Mono)

MOTORCYCLE

MCAWA--1	8.2	MOTORCYCLE AWAY - Put in Gear, Pull Away, Honda 250
MCAWA--2	8.4	MOTORCYCLE AWAY - Put in Gear, Pull Away, Honda 250 (Mono)
MCAWA--3	9.5	MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 400
MCAWA--4	9.6	MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 400 (Mono)
MCAWA--6	8.0	MOTORCYCLE AWAY - Put in Gear, Pull Away, Yamaha 650 (Mono)
MCAWA--8	11.8	MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 750 (Mono)
MCAWA--9	9.9	MOTORCYCLE AWAY - Pull Away, Suzuki 750 Intruder
MCAWA-10	9.8	MOTORCYCLE AWAY - Pull Away, Suzuki 750 Intruder (Mono)
MCAWA-11	7.0	MOTORCYCLE AWAY - Pull Away, Suzuki 900
MCAWA-12	6.6	MOTORCYCLE AWAY - Pull Away, Suzuki 900 (Mono)
MCAWA-13	9.1	MOTORCYCLE AWAY - Pull Away, Honda Trail Bike
MCAWA-14	7.7	MOTORCYCLE AWAY - Pull Away, Honda Trail Bike (Mono)
MCIDL--1	1.1	MOTORCYCLE IDLE LOOP - Honda 250

MOTORCYCLE (con't)

MCIDL--2	1.1	MOTORCYCLE IDLE LOOP - Honda 250 (Mono)
MCIDL--3	2.3	MOTORCYCLE IDLE LOOP - Suzuki 400
MCIDL--4	2.3	MOTORCYCLE IDLE LOOP - Suzuki 400 (Mono)
MCIDL--6	1.6	MOTORCYCLE IDLE LOOP - Yamaha 650 (Mono)
MCIDL--8	2.9	MOTORCYCLE IDLE LOOP - Suzuki 750 (Mono)
MCIDL--9	2.6	MOTORCYCLE IDLE LOOP - Suzuki 750 Intruder
MCIDL-10	2.6	MOTORCYCLE IDLE LOOP - Suzuki 750 Intruder (Mono)
MCIDL-11	1.3	MOTORCYCLE IDLE LOOP - Suzuki 900
MCIDL-12	1.3	MOTORCYCLE IDLE LOOP - Suzuki 900 (Mono)
MCIDL-13	3.0	MOTORCYCLE IDLE LOOP - Honda Trail Bike
MCIDL-14	3.0	MOTORCYCLE IDLE LOOP - Honda Trail Bike (Mono)
MCPBF--1	6.9	MOTORCYCLE PASS BY, FAST - Honda 250
MCPBF--2	7.3	MOTORCYCLE PASS BY, FAST - Honda 250 (Mono)
MCPBF--3	4.9	MOTORCYCLE PASS BY, FAST - Suzuki 400
MCPBF--4	4.3	MOTORCYCLE PASS BY, FAST - Suzuki 400 (Mono)
MCPBF--6	5.4	MOTORCYCLE PASS BY, FAST - Yamaha 650 (Mono)
MCPBF--8	5.8	MOTORCYCLE PASS BY, FAST - Suzuki 750 (Mono)
MCPBF--9	6.5	MOTORCYCLE PASS BY, FAST - Suzuki 750 Intruder
MCPBF-10	6.3	MOTORCYCLE PASS BY, FAST - Suzuki 750 Intruder (Mono)
MCPBF-11	5.6	MOTORCYCLE PASS BY, FAST - Suzuki 900
MCPBF-12	3.8	MOTORCYCLE PASS BY, FAST - Suzuki 900 (Mono)
MCPBF-13	5.5	MOTORCYCLE PASS BY, FAST - Honda Trail Bike
MCPBF-14	5.0	MOTORCYCLE PASS BY, FAST - Honda Trail Bike (Mono)
MCPBM--1	5.1	MOTORCYCLE PASS BY, MEDIUM - Honda 250
MCPBM--2	5.0	MOTORCYCLE PASS BY, MEDIUM - Honda 250 (Mono)
MCPBM--3	4.2	MOTORCYCLE PASS BY, MEDIUM - Suzuki 400
MCPBM--4	3.6	MOTORCYCLE PASS BY, MEDIUM - Suzuki 400 (Mono)
MCPBM--6	3.7	MOTORCYCLE PASS BY, MEDIUM - Yamaha 650 (Mono)
MCPBM--8	9.8	MOTORCYCLE PASS BY, MEDIUM - Suzuki 750 (Mono)
MCPBM--9	11.1	MOTORCYCLE PASS BY, MEDIUM - Suzuki 750 Intruder
MCPBM-10	10.6	MOTORCYCLE PASS BY, MEDIUM - Suzuki 750 Intruder (Mono)
MCPBM-11	6.1	MOTORCYCLE PASS BY, MEDIUM - Suzuki 900
MCPBM-12	4.7	MOTORCYCLE PASS BY, MEDIUM - Suzuki 900 (Mono)
MCPBM-13	6.7	MOTORCYCLE PASS BY, MEDIUM - Honda Trail Bike

MOTORCYCLE (con't)

MCPBM-14	5.9	MOTORCYCLE PASS BY, MEDIUM - Honda Trail Bike (Mono)
MCPBS--1	7.3	MOTORCYCLE PASS BY, SLOW - Honda 250
MCPBS--2	7.2	MOTORCYCLE PASS BY, SLOW - Honda 250 (Mono)
MCPBS--3	6.0	MOTORCYCLE PASS BY, SLOW - Suzuki 400
MCPBS--4	6.2	MOTORCYCLE PASS BY, SLOW - Suzuki 400 (Mono)
MCPBS--6	5.6	MOTORCYCLE PASS BY, SLOW - Yamaha 650 (Mono)
MCPBS--8	9.3	MOTORCYCLE PASS BY, SLOW - Suzuki 750 (Mono)
MCPBS--9	8.8	MOTORCYCLE PASS BY, SLOW - Suzuki 750 Intruder
MCPBS-10	8.1	MOTORCYCLE PASS BY, SLOW - Suzuki 750 Intruder (Mono)
MCPBS-11	7.7	MOTORCYCLE PASS BY, SLOW - Suzuki 900
MCPBS-12	7.1	MOTORCYCLE PASS BY, SLOW - Suzuki 900 (Mono)
MCPBS-13	9.4	MOTORCYCLE PASS BY, SLOW - Honda Trail Bike
MCPBS-14	8.2	MOTORCYCLE PASS BY, SLOW - Honda Trail Bike (Mono)
MCPUP--1	9.6	MOTORCYCLE PULL UP - Shut Off, Honda 250
MCPUP--2	7.2	MOTORCYCLE PULL UP - Shut Off, Honda 250 (Mono)
MCPUP--3	8.2	MOTORCYCLE PULL UP - Shut Off, Suzuki 400
MCPUP--4	7.9	MOTORCYCLE PULL UP - Shut Off, Suzuki 400 (Mono)
MCPUP--6	6.5	MOTORCYCLE PULL UP - Shut Off, Yamaha 650 (Mono)
MCPUP--8	9.3	MOTORCYCLE PULL UP - Shut Off, Suzuki 750 (Mono)
MCPUP--9	9.8	MOTORCYCLE PULL UP - Shut Off, Suzuki 750 Intruder
MCPUP-10	10.1	MOTORCYCLE PULL UP - Shut Off, Suzuki 750 Intruder (Mono)
MCPUP-11	8.4	MOTORCYCLE PULL UP - Shut Off, Suzuki 900
MCPUP-12	6.6	MOTORCYCLE PULL UP - Shut Off, Suzuki 900 (Mono)
MCPUP-13	6.7	MOTORCYCLE PULL UP - Shut Off, Honda Trail Bike
MCPUP-14	6.0	MOTORCYCLE PULL UP - Shut Off, Honda Trail Bike (Mono)
MCREV--1	1.6	MOTORCYCLE REV - Single Rev, Honda 250
MCREV--2	1.6	MOTORCYCLE REV - Single Rev, Honda 250 (Mono)
MCREV--3	1.4	MOTORCYCLE REV - Single Rev, Suzuki 400
MCREV--4	1.4	MOTORCYCLE REV - Single Rev, Suzuki 400 (Mono)
MCREV--6	1.5	MOTORCYCLE REV - Single Rev, Yamaha 650 (Mono)
MCREV--8	1.1	MOTORCYCLE REV - Single Rev, Suzuki 750 (Mono)
MCREV--9	0.8	MOTORCYCLE REV - Single Rev, Suzuki 750 Intruder
MCREV-10	0.8	MOTORCYCLE REV - Single Rev, Suzuki 750 Intruder (Mono)

MOTORCYCLE (con't)

MCSTP--1	1.2	MOTORCYCLE SHUT OFF - Honda 250
MCSTP--2	1.2	MOTORCYCLE SHUT OFF - Honda 250 (Mono)
MCSTP--3	1.3	MOTORCYCLE SHUT OFF - Suzuki 400
MCSTP--4	1.3	MOTORCYCLE SHUT OFF - Suzuki 400 (Mono)
MCSTP--6	1.3	MOTORCYCLE SHUT OFF - Yamaha 650 (Mono)
MCSTP--8	0.9	MOTORCYCLE SHUT OFF - Suzuki 750 (Mono)
MCSTP--9	0.7	MOTORCYCLE SHUT OFF - Suzuki 750 Intruder
MCSTP-10	0.7	MOTORCYCLE SHUT OFF - Suzuki 750 Intruder (Mono)
MCSTP-11	1.0	MOTORCYCLE SHUT OFF - Suzuki 900
MCSTP-12	1.0	MOTORCYCLE SHUT OFF - Suzuki 900 (Mono)
MCSTP-13	1.6	MOTORCYCLE SHUT OFF - Honda Trail Bike
MCSTP-14	1.6	MOTORCYCLE SHUT OFF - Honda Trail Bike (Mono)
MCSTR--1	3.0	MOTORCYCLE START LOOP - Start & Idle, Honda 250
MCSTR--2	3.0	MOTORCYCLE START LOOP - Start & Idle, Honda 250 (Mono)
MCSTR--3	3.4	MOTORCYCLE START LOOP - Start & Idle, Suzuki 400
MCSTR--4	3.4	MOTORCYCLE START LOOP - Start & Idle, Suzuki 400 (Mono)
MCSTR--6	5.1	MOTORCYCLE START LOOP - Start & Idle, Yamaha 650 (Mono)
MCSTR--8	6.9	MOTORCYCLE START LOOP - Start & Idle, Suzuki 750 (Mono)
MCSTR--9	6.5	MOTORCYCLE START LOOP - Suzuki 750 Intruder
MCSTR-10	6.5	MOTORCYCLE START LOOP - Suzuki 750 Intruder (Mono)
MCSTR-11	2.2	MOTORCYCLE START LOOP - Start & Idle, Suzuki 900
MCSTR-12	2.2	MOTORCYCLE START LOOP - Start & Idle, Suzuki 900 (Mono)
MCSTR-13	5.5	MOTORCYCLE START LOOP - Honda Trail Bike
MCSTR-14	5.5	MOTORCYCLE START LOOP - Honda Trail Bike (Mono)

MOTORCYCLE:RACE

MCRAC--1	17.3	MOTORCYCLE RACE - 125 CC Racers Pass By
MCRAC--2	26.8	MOTORCYCLE RACE - 600 CC Racers Pass By
MCRAC--3	7.9	MOTORCYCLE RACE - Production Bikes Pass By
MCRAC--4	14.4	MOTORCYCLE RACE - Lightweight Vintage Bikes Pass By
MCRAC--5	12.6	MOTORCYCLE RACE - Supervintage Bikes Pass By
MCRAC--6	28.6	MOTORCYCLE RACE - Superbike Bikes Pass By
MCRAC--7	25.6	MOTORCYCLE RACE - Motocross Bikes Racing Around Track
MCRAC--8	5.1	MOTORCYCLE DRAG RACE - Single Bike Race By

filename seconds caption

MOTORCYCLE:RACE (con't)

MCRAC--9	5.7	MOTORCYCLE DRAG RACE - Single Bike Race By
MCRAC-10	10.6	MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By
MCRAC-11	7.8	MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By

NEWSPAPER PRESS

INPAP--1	5.9	NEWSPAPER PRESS LOOP - Press Running
INPAP--2	4.5	NEWSPAPER PRESS LOOP - Folder Running

NEWSROOM

OFNWS--2	19.5	NEWSROOM LOOP - Typewriters, Voices (Mono)
OFNWS--4	42.4	NEWSROOM LOOP - Typewriters, Voices (Mono)

OFFICE

OFNWS--2	19.5	NEWSROOM LOOP - Typewriters, Voices (Mono)
OFNWS--4	42.4	NEWSROOM LOOP - Typewriters, Voices (Mono)
OFSML--2	16.7	OFFICE LOOP - Typewriters, Voices, Small Office (Mono)
OFSML--4	53.2	OFFICE LOOP - Typewriters, Voices, Small Office (Mono)

OUTDOOR AMBIENCE

BGRES--2	11.8	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--4	28.0	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--6	58.9	B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
BGRES--8	21.1	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
BGRES-10	38.0	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
BGRUR--2	7.3	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--4	17.0	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--6	60.2	B/G LOOP, RURAL - Night-time, Crickets (Mono)
BGRUR--8	8.3	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BGRUR-10	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BGRUR-12	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
TRCTH--2	32.6	TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns (Mono)
TRCTL--2	28.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
TRCTL--4	61.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
TRHWH--2	14.2	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWH--4	27.3	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWH--6	58.7	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWL--2	17.2	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)

OUTDOOR AMBIENCE (con't)

TRHWL--4 31.4 TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
 TRHWL--6 61.5 TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)

OVEN

EAOVN-11 0.3 OVEN, MICROWAVE - Beep (100 kHz)

PHONE

TPRNG--2 1.1 TELEPHONE RING - Electronic, Single Ring (100 kHz)
 TPRNG--4 2.0 TELEPHONE RING - Electronic, Single Ring (100 kHz)
 TPRNG--6 2.4 TELEPHONE RING - Electronic, Single Ring (100 kHz)
 TPRNG--8 2.9 TELEPHONE RING - Single Ring (100 kHz)
 TPRNG-10 3.1 TELEPHONE RING - Single Ring (100 kHz)
 TPRNG-12 2.0 TELEPHONE RING - Single Ring (100 kHz)

PLANE

APTRB--2 14.4 AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
 APTRB--4 8.4 AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
 APTWN--2 7.0 AIRPLANE, TWIN PROP - Otter, Pass Overhead (Mono)
 APWW2--2 5.9 AIRPLANE, WW2 - FG1-D Corsair, Pass (Mono)
 APWW2--4 7.4 AIRPLANE, WW2 - P51D Mustang, Pass (Mono)
 APWW2--6 6.6 AIRPLANE, WW2 - Grumman TMB-3E Avenger, Pass (Mono)

POOL

BVBRK--1 2.6 BILLIARDS - Break, Ball Sinks
 BVSHT--1 2.4 BILLIARDS - Shoot, Cue Ball Hits Several Balls
 BVSHT--2 1.1 BILLIARDS - Shoot, Rebound Off Bumper
 BVSHT--3 1.0 BILLIARDS - Shoot & Sink, Full Pocket
 BVSHT--4 3.8 BILLIARDS - Shoot & Sink, Long Shot
 BVSHT--5 0.9 BILLIARDS - Ball Falling Into Pocket

RACE:BOAT

BTRAC--1 8.4 BOAT RACE - Single Boat Race By
 BTRAC--2 7.7 BOAT RACE - Single Boat Race By (Mono)
 BTRAC--3 18.7 BOAT RACE - Two Boats Race By
 BTRAC--4 18.5 BOAT RACE - Two Boats Race By (Mono)
 BTRAC--5 13.9 BOAT RACE - Start of Race
 BTRAC--6 14.3 BOAT RACE - Start of Race (Mono)
 BTRAC--7 0.7 BOAT RACE - Single Boat, Single Engine Rev

RACE:BOAT (con't)

BTRAC--8	0.7	BOAT RACE - Single Boat, Single Engine Rev (Mono)
BTRAC--9	3.7	BOAT RACE - Single Boat, Rev Engine
BTRAC-10	3.7	BOAT RACE - Single Boat, Rev Engine (Mono)
BTRAC-11	5.7	BOAT RACE LOOP - Single Boat, Fast Idle
BTRAC-12	5.7	BOAT RACE LOOP - Single Boat, Fast Idle (Mono)

RACE:CAR

BTRAC--7	0.7	BOAT RACE - Single Boat, Single Engine Rev
BTRAC--8	0.7	BOAT RACE - Single Boat, Single Engine Rev (Mono)
BTRAC--9	3.7	BOAT RACE - Single Boat, Rev Engine
BTRAC-10	3.7	BOAT RACE - Single Boat, Rev Engine (Mono)
BTRAC-11	5.7	BOAT RACE LOOP - Single Boat, Fast Idle
BTRAC-12	5.7	BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
CRRAC--1	12.5	AUTO RACE - Stock Car, Idling, Pull Away
CRRAC--2	7.4	AUTO RACE - Stock Car, Race By
CRRAC--3	12.0	AUTO RACE - Stock Cars, Rev Up & Race By
CRRAC--4	6.3	AUTO RACE - Stock Cars, Rev Up & Race By
CRRAC--5	6.4	AUTO RACE - Dragster, Warm Up Tire Spin
CRRAC--6	5.8	AUTO RACE - Dragsters, Rev Up & Race By
CRRAC--7	8.6	AUTO RACE - Dragsters, Rev Up & Race By
CRRAC--8	14.2	AUTO RACE - Funny Cars, Rev Up & Race By
CRRAC--9	4.1	AUTO RACE - Jet Cars, Race By
CRRAC-10	10.7	AUTO RACE - A.R.S., Single Car Pass By
CRRAC-11	22.4	AUTO RACE - A.R.S., Several Cars Pass By, On Straightaway
CRRAC-12	23.3	AUTO RACE - A.R.S., Several Cars Pass By, Out of Corner
CRRAC-13	5.9	AUTO RACE - Formula 1, Single Car Pass By
CRRAC-14	10.2	AUTO RACE - Formula 1, Single Car, Into Corner & Away
CRRAC-15	8.2	AUTO RACE - Formula 1, Single Car, Accelerate Out of Corner
CRRAC-16	7.5	AUTO RACE - Indy Style, Single Car Pass By
CRRAC-17	6.7	AUTO RACE - Indy Style, Single Car Pass By
CRRAC-18	15.6	AUTO RACE - Indy Style, Several Cars Pass, On Straightaway
CRRAC-19	14.9	AUTO RACE - Indy Style, Several Cars Pass By, Out of Corner

RACE:HORSE

HRRAC--1	6.2	HORSE RACE - Call To Track, Bugle
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RACE:MOTORCYCLE

MCRAC--1	17.3	MOTORCYCLE RACE - 125 CC Racers Pass By
MCRAC--2	26.8	MOTORCYCLE RACE - 600 CC Racers Pass By
MCRAC--3	7.9	MOTORCYCLE RACE - Production Bikes Pass By
MCRAC--4	14.4	MOTORCYCLE RACE - Lightweight Vintage Bikes Pass By
MCRAC--5	12.6	MOTORCYCLE RACE - Supervintage Bikes Pass By
MCRAC--6	28.6	MOTORCYCLE RACE - Superbike Bikes Pass By
MCRAC--7	25.6	MOTORCYCLE RACE - Motocross Bikes Racing Around Track
MCRAC--8	5.1	MOTORCYCLE DRAG RACE - Single Bike Race By
MCRAC--9	5.7	MOTORCYCLE DRAG RACE - Single Bike Race By
MCRAC-10	10.6	MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By
MCRAC-11	7.8	MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By

RAIN

RNHEV--2	9.1	RAIN LOOP - Heavy Rain on Pavement (Mono)
RNHEV--4	8.8	RAIN LOOP - Heavy Rain on Water (Mono)
RNLIT--2	8.5	RAIN LOOP - Light Rain on Dock (Mono)
RNMED--2	6.7	RAIN LOOP - Medium Rain on Pavement (Mono)
THCLP--2	6.9	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP--4	8.4	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP--6	6.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP--8	14.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP-10	14.8	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THRMB--2	11.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)
THRMB--4	13.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)
THRMB--6	16.4	THUNDER RUMBLE - Rumbling, Light Rain (Mono)
THRMB--8	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain (Mono)

RATTLE:TOY

BYTYR--1	0.3	BABY TOY - Rattle, Single Shake
BYTYR--2	4.3	BABY TOY - Rattle, Shaking
BYTYR--3	0.8	BABY TOY - Rattle, Shaking

RESTAURANT

RRBRM--2	13.1	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--4	33.3	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--6	60.0	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)

RESTAURANT (con't)

RRBRM--8	16.5	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--10	32.8	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM--12	57.6	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRS--2	12.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--4	36.0	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS--6	61.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRFFS--2	14.5	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS--4	29.2	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS--6	60.9	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRLRG--2	16.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG--4	32.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG--6	59.5	RESTAURANT LOOP - Large Crowd (Mono)
RRMED--2	14.7	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED--4	34.2	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED--6	56.2	RESTAURANT LOOP - Medium Crowd (Mono)

✕ RIVER

RVFST--2	7.6	RIVER LOOP - Fast River (Mono)
RVSLO--2	4.6	RIVER LOOP - Slow River (Mono)

✓ SCREAM

HUSCR--2	1.6	SCREAM - Terrified Female (100 kHz)
HUSCR--4	2.2	SCREAM - Terrified Female (100 kHz)
HUSCR--6	1.8	SCREAM - Terrified Male (100 kHz)
HUSCR--8	1.5	SCREAM - Terrified Male (100 kHz)

✕ SEASHORE

SRWAV--2	14.7	WAVE LOOP - Medium Waves on Beach (Mono)
SRWAV--4	11.7	WAVE LOOP - Heavy Waves on Beach (Mono)
SRWAV--6	29.3	WAVE LOOP - Heavy Waves on Beach, Wind (Mono)

✕ SIREN

SIAMB--2	21.8	SIREN, AMBULANCE - Pass By, City Atmosphere (Mono)
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✕ SMASH

GLSMH--2	0.9	GLASS SMASH - Automotive Headlight (100 kHz)
GLSMH--3	1.3	GLASS SMASH - Automotive Headlight (Mono)
GLSMH--4	0.9	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
GLSMH--6	1.4	GLASS SMASH - Automotive Headlight (100 kHz)

SMASH (con't)

GLSMH--7	1.7	GLASS SMASH - Automotive Headlight (Mono)
GLSMH--8	1.4	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
GLSMH--10	1.4	GLASS SMASH - Automotive Window (100 kHz)
GLSMH--11	1.2	GLASS SMASH - Automotive Window (Mono)
GLSMH--12	1.4	GLASS SMASH - Automotive Window (Mono - 100 kHz)

SNEEZE

HUSNZ--2	0.9	SNEEZE - Female (100 kHz)
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SPACE

SPEXP--1	2.9	SPACE EXPLOSION - Single Blast
SPEXP--2	6.5	SPACE EXPLOSION - Single Blast
SPEXP--3	9.0	SPACE EXPLOSION - Several Blasts
SPGUN--1	1.4	SPACE GUN - Single Shot
SPGUN--2	0.8	SPACE GUN - Machine Gun
SPLAS--1	1.5	SPACE LASER - Laser Shot
SPLAS--2	1.5	SPACE LASER - Laser Shot
SPLAS--3	1.4	SPACE LASER - Laser Shot
SPLAS--4	1.3	SPACE LASER - Laser Shot
SPWSH--1	8.1	SPACE WHOOSH - Whoosh
SPWSH--2	4.2	SPACE WHOOSH - Whoosh
SPWSH--3	2.5	SPACE WHOOSH - Whoosh

SPORTS

ARSHT--1	0.7	ARCHERY - Shoot Arrow, Hit Target
ARSHT--2	0.6	ARCHERY - Shoot Arrow, Hit Target
ARSHT--3	0.8	ARCHERY - Shoot Arrow, Hit Target
ARSHT--4	0.6	ARCHERY - Crossbow, Shoot Arrow, Hit Target
BBHIT--1	0.5	BASEBALL - Hit Ball
BBHIT--2	0.4	BASEBALL - Hit Ball
BBHIT--3	0.4	BASEBALL - Hit Ball
BVBRK--1	2.6	BILLIARDS - Break, Ball Sinks
BVSHT--1	2.4	BILLIARDS - Shoot, Cue Ball Hits Several Balls
BVSHT--2	1.1	BILLIARDS - Shoot, Rebound Off Bumper
BVSHT--3	1.0	BILLIARDS - Shoot & Sink, Full Pocket
BVSHT--4	3.8	BILLIARDS - Shoot & Sink, Long Shot
BVSHT--5	0.9	BILLIARDS - Ball Falling Into Pocket

SPORTS (con't)

BXBNC--1	0.7	BASKETBALL - Single Bounce
BXBNC--2	0.8	BASKETBALL - Single Bounce
BXBNC--3	0.9	BASKETBALL - Single Bounce
BXSHT--1	1.0	BASKETBALL - Shoot & Miss
BXSHT--2	0.9	BASKETBALL - Shoot & Miss
BXSHT--3	1.9	BASKETBALL - Shoot & Miss, Ball Hits Floor
BXSHT--4	1.7	BASKETBALL - Shoot & Miss, Ball Hits Floor
BXSNK--1	0.8	BASKETBALL - Sink Basket
BXSNK--2	1.5	BASKETBALL - Sink Basket, Off Backboard
BXSNK--3	2.1	BASKETBALL - Sink Basket, Ball Hits Floor
BXSNK--4	3.7	BASKETBALL - Sink Basket, Ball Hits Floor
FBKIK--1	0.2	FOOTBALL - Kick Ball
FBKIK--2	0.3	FOOTBALL - Kick Ball
FBPNT--1	0.5	FOOTBALL - Punt Ball
FBPNT--2	0.3	FOOTBALL - Punt Ball
HRSHO--1	0.5	HORSESHOE PIT - Horseshoe Hitting Stake
HRSHO--2	0.5	HORSESHOE PIT - Horseshoe Hitting Stake
HRSHO--3	0.6	HORSESHOE PIT - Horseshoe Hitting Stake
SWDIV--1	3.2	SWIMMING - Diving Off Board
SWDIV--2	3.5	SWIMMING - Diving Off Board
SWDIV--3	3.5	SWIMMING - Diving Off Board
TSSRV--1	1.1	TENNIS - Serve
TSSRV--2	1.0	TENNIS - Serve

✓ SQUEAK:TOY

BYTYS--3	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS--4	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS--5	2.1	BABY TOY - Squeeze Toy, Several Squeezes
BYTYS--6	3.0	BABY TOY - Squeeze Toy, Several Squeezes

✓ SWIMMING

SWDIV--1	3.2	SWIMMING - Diving Off Board
SWDIV--2	3.5	SWIMMING - Diving Off Board
SWDIV--3	3.5	SWIMMING - Diving Off Board

SWITCH:LIGHT

HHLTS--2	0.5	LIGHT SWITCH - Rotary Dimmer (100 kHz)
HHLTS--4	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS--6	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS--8	0.2	LIGHT SWITCH - Wall Switch (100 kHz)
HHLTS-10	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-12	0.3	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-14	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-16	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-18	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-20	0.2	LIGHT SWITCH - Lamp (100 kHz)
HHLTS-22	0.6	LIGHT SWITCH - Pull Chain (100 kHz)
HHLTS-24	0.2	LIGHT SWITCH - Lamp (100 kHz)

TELEPHONE

TPRNG--2	1.1	TELEPHONE RING - Electronic, Single Ring (100 kHz)
TPRNG--4	2.0	TELEPHONE RING - Electronic, Single Ring (100 kHz)
TPRNG--6	2.4	TELEPHONE RING - Electronic, Single Ring (100 kHz)
TPRNG--8	2.9	TELEPHONE RING - Single Ring (100 kHz)
TPRNG-10	3.1	TELEPHONE RING - Single Ring (100 kHz)
TPRNG-12	2.0	TELEPHONE RING - Single Ring (100 kHz)

TENNIS

TSSRV--1	1.1	TENNIS - Serve
TSSRV--2	1.0	TENNIS - Serve

THUNDER

THCLP--2	6.9	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP--4	8.4	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP--6	6.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP--8	14.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP-10	14.8	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THRMB--2	11.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)
THRMB--4	13.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)
THRMB--6	16.4	THUNDER RUMBLE - Rumbling, Light Rain (Mono)
THRMB--8	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain (Mono)

filename seconds caption

TOY:BABY

BYTYB--1	2.6	BABY TOY - Bell, Single Ring
BYTYB--2	2.5	BABY TOY - Bell, Single Ring
BYTYR--1	0.3	BABY TOY - Rattle, Single Shake
BYTYR--2	4.3	BABY TOY - Rattle, Shaking
BYTYR--3	0.8	BABY TOY - Rattle, Shaking
BYTYS--1	1.2	BABY TOY - Slider
BYTYS--2	3.1	BABY TOY - Spinner
BYTYS--3	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS--4	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS--5	2.1	BABY TOY - Squeeze Toy, Several Squeezes
BYTYS--6	3.0	BABY TOY - Squeeze Toy, Several Squeezes
BYTYT--1	13.4	BABY TOY LOOP - Train, Whistle

TRACTOR

TTAWA--1	19.5	TRACTOR AWAY - Pull Away, Ford 5610
TTAWA--2	18.5	TRACTOR AWAY - Pull Away, Ford 5610 (Mono)
TTIDL--1	3.0	TRACTOR IDLE LOOP - Ford 5610
TTIDL--2	3.0	TRACTOR IDLE LOOP - Ford 5610 (Mono)
TTPBF--1	15.2	TRACTOR PASS BY, FAST - Ford 5610
TTPBF--2	12.0	TRACTOR PASS BY, FAST - Ford 5610 (Mono)
TTPBS--1	20.0	TRACTOR PASS BY, SLOW - Ford 5610
TTPBS--2	19.6	TRACTOR PASS BY, SLOW - Ford 5610 (Mono)
TTPUP--1	17.0	TRACTOR PULL UP - Shut Off, Ford 5610
TTPUP--2	14.7	TRACTOR PULL UP - Shut Off, Ford 5610 (Mono)
TTSTP--1	2.6	TRACTOR SHUT OFF - Ford 5610
TTSTP--2	2.6	TRACTOR SHUT OFF - Ford 5610 (Mono)
TTSTR--1	4.7	TRACTOR START LOOP - Start & Idle, Ford 5610
TTSTR--2	4.7	TRACTOR START LOOP - Start & Idle, Ford 5610 (Mono)

TRAFFIC

TRCTH--2	32.6	TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns (Mono)
TRCTL--2	28.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
TRCTL--4	61.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
TRHWH--2	14.2	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWH--4	27.3	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
TRHWH--6	53.7	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)

TRAFFIC (con't)

TRHWL--2	17.2	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
TRHWL--4	31.4	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
TRHWL--6	61.5	TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)

***TRAIN:TOY**

BYTYT--1	13.4	BABY TOY LOOP - Train, Whistle
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TRUCK

TKAWA--2	11.5	TRUCK AWAY - Pull Away, Hino Diesel (Mono)
TKIDL--2	4.1	TRUCK IDLE LOOP - Hino Diesel (Mono)
TKPBF--2	7.1	TRUCK PASS BY, FAST - Hino Diesel (Mono)
TKPBS--2	12.4	TRUCK PASS BY, SLOW - Hino Diesel (Mono)
TKPUP--2	11.9	TRUCK PULL UP - Shut Off, Hino Diesel (Mono)
TKSTP--2	2.7	TRUCK SHUT OFF - Hino Diesel (Mono)
TKSTR--2	6.3	TRUCK START LOOP - Start & Idle, Hino Diesel (Mono)

***TRUMPET:TROUSER**

HUFTL--1	0.3	FART - Large
HUFTL--2	0.3	FART - Large (100 kHz)
HUFTL--3	0.4	FART - Large
HUFTL--4	0.4	FART - Large (100 kHz)
HUFTM--1	0.5	FART - Medium
HUFTM--2	0.5	FART - Medium (100 kHz)
HUFTM--3	0.5	FART - Medium
HUFTM--4	0.5	FART - Medium (100 kHz)
HUFTM--5	0.4	FART - Medium
HUFTM--6	0.4	FART - Medium (100 kHz)
HUFTM--7	0.5	FART - Medium
HUFTM--8	0.5	FART - Medium (100 kHz)
HUFTS--1	0.4	FART - Small
HUFTS--2	0.3	FART - Small (100 kHz)
HUFTS--3	0.3	FART - Small
HUFTS--4	0.3	FART - Small (100 kHz)
HUFTS--5	0.3	FART - Small
HUFTS--6	0.3	FART - Small (100 kHz)
HUFTS--7	0.4	FART - Small
HUFTS--8	0.3	FART - Small (100 kHz)

WATER

RVFST--2	7.6	RIVER LOOP - Fast River (Mono)
RVSLO--2	4.6	RIVER LOOP - Slow River (Mono)
SRWAV--2	14.7	WAVE LOOP - Medium Waves on Beach (Mono)
SRWAV--4	11.7	WAVE LOOP - Heavy Waves on Beach (Mono)
SRWAV--6	29.3	WAVE LOOP - Heavy Waves on Beach, Wind (Mono)
WFLRG--2	7.9	WATERFALL LOOP - Large Waterfall (Mono)
WFSML--2	4.9	WATERFALL LOOP - Small Waterfall (Mono)
WTBOT--2	7.9	WATER LOOP - Water Against Moving Boat (Mono)
WTBOT--4	11.0	WATER LOOP - Water Against Moving Boat (Mono)

WATER:RAIN

RNHEV--2	9.1	RAIN LOOP - Heavy Rain on Pavement (Mono)
RNHEV--4	8.8	RAIN LOOP - Heavy Rain on Water (Mono)
RNLIT--2	8.5	RAIN LOOP - Light Rain on Dock (Mono)
RNMED--2	6.7	RAIN LOOP - Medium Rain on Pavement (Mono)

WATERFALL

WFLRG--2	7.9	WATERFALL LOOP - Large Waterfall (Mono)
WFSML--2	4.9	WATERFALL LOOP - Small Waterfall (Mono)

WAVES

SRWAV--2	14.7	WAVE LOOP - Medium Waves on Beach (Mono)
SRWAV--4	11.7	WAVE LOOP - Heavy Waves on Beach (Mono)
SRWAV--6	29.3	WAVE LOOP - Heavy Waves on Beach, Wind (Mono)

WEATHER:RAIN

RNHEV--2	9.1	RAIN LOOP - Heavy Rain on Pavement (Mono)
RNHEV--4	8.8	RAIN LOOP - Heavy Rain on Water (Mono)
RNLIT--2	8.5	RAIN LOOP - Light Rain on Dock (Mono)
RNMED--2	6.7	RAIN LOOP - Medium Rain on Pavement (Mono)

WEATHER:THUNDER

THCLP--2	6.9	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP--4	8.4	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP--6	6.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP--8	14.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP-10	14.8	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THRMB--2	11.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)

filename seconds caption

WEATHER:THUNDER (con't)

THRMB--4	13.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)
THRMB--6	16.4	THUNDER RUMBLE - Rumbling, Light Rain (Mono)
THRMB--8	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain (Mono)

WHISTLE

WSCOM--2	1.7	WHISTLE, COMEDY - Short Blow (100 kHz)
WSCOM--4	2.3	WHISTLE, COMEDY - Short Blow (100 kHz)
WSSLD--2	1.6	WHISTLE, SLIDE - Slide Down (100 kHz)
WSSLD--4	0.5	WHISTLE, SLIDE - Slide Down (100 kHz)
WSSLD--8	0.6	WHISTLE, SLIDE - Slide Up (100 kHz)

WHISTLE:TRAIN

BYTYT--1	13.4	BABY TOY LOOP - Train, Whistle
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